

PRIMA® OFFICIAL GAME GUIDE

PLAYSTATION®2

XBOX®

ALL FIELD TASKS REVEALED
TIPS FROM THE TOP TESTERS
EXCLUSIVE MULTIPLAYER MAPS

BATTLEFIELD 2

MODERN COMBAT™



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BATTLEFIELD 2

MODERN COMBAT™

David Knight

Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court, Suite 100

Roseville, CA 95661

1-800-733-3000

www.primagames.com



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Product Manager: Jill Hinckley

Editor: Amanda Peckham

Design and Layout: Graphic Applications Group, Inc.

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ISBN: 0-7615-4886-6

Library of Congress Catalog Card Number: 2004116431

Printed in the United States of America

05 06 07 08 GG 10 9 8 7 6 5 4 3 2 1

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Acknowledgments:

Prima and the author would like to thank Tom Farrer and Marcus Nilsson at Dice and Rich Briggs, Mike Cox, Dan Blackstone, and Karl Fitzhugh at EA.

BASIC TRAINING

Welcome to *Battlefield 2: Modern Combat*. Even if you're familiar with the previous *Battlefield* games for the PC, think of this section as a refresher course. Although many of the gameplay concepts have remained untouched, there are plenty of new additions to the game you should be aware of before rushing into the action. So whether you're a veteran or a rookie, set your gear aside for a few minutes and read up.

COMBAT FUNDAMENTALS



CONTROLS

Action	PS2	Xbox
Move	left analog stick	left analog stick
Aim	right analog stick	right analog stick
Strafe	left analog stick	left analog stick
Stand, crouch, prone	L1 and L2 respectively	X
Dive to prone	tap L2 twice when standing	tap X twice when standing
Jump from prone to feet	tap L1 twice when prone	tap X twice when prone
Jump	L1 when standing	A when standing
Fire weapon	R1	RT
Reload weapon	●	●
Change weapon	hold R2 and select using right analog stick	hold L1 and select using right analog stick
Scope Zoom	R3	press right analog stick
Enter/Exit stationary weapon	X	X
Parachute	▲ when in air	● when in air
Pick up kit	▲ when standing above a dropped kit	● when standing above a dropped kit
Hotswap (SP Only)	■	●
Team speak (MP Only)	■	●
Display map full screen	●	●
Zoom map in/out	● and ●	● and ●
3D map	●	●
Ground Vehicles		
Enter/Exit vehicle	X	X
Steer/accelerate/brake/reverse	left analog stick	left analog stick
Aim Turret	right analog stick	right analog stick
Accelerate	L1	—
Brake/Reverse	L2	—
Fire weapon	R1	RT
Change position	▲	●

CONTROLS (continued)

Helicopters (Type 1)

Enter/Exit Vehicle	X	X
Steer (backwards, forwards and side to side)	left analog stick	left analog stick
Aim (rotation and altitude)	right analog stick	right analog stick
Fire weapon	R1	RT
Change position	▲	●

Helicopters (Type 2)

Enter/Exit Vehicle	X	X
Steer (backwards, forwards and rotates)	left analog stick	left analog stick
Aim (side to side and altitude)	right analog stick	right analog stick
Fire weapon	R1	RT
Change position	▲	●

Moving your soldier around the battlefield is simple, especially if you've played any other FPS games. On both the PS2 and Xbox versions, the left analog stick controls forward, backward, and lateral movements. Meanwhile, the right analog stick is used to aim and look around—this is the way you change your directional heading when moving. In ground vehicles, the left analog stick controls all movements (acceleration, reverse, and steering) while the right analog stick is used to rotate the vehicle's turret, assuming it has one. If you're new to this sort of game, the controls may take a while to get used to. But with some time and practice, you'll eventually get the hang of it.

NOTE It's possible to move while peering through your weapon's scope, but the scope "bobs," making aiming difficult.

In addition to standing upright, your soldier can also crouch or drop prone. While crouched, your soldier can duck behind low objects for cover. It's possible to move while crouched too, but speed is reduced. Dropping prone is the best way to stay out of sight, as well as evade incoming gunfire when there's no cover available. Crawling on your belly is the slowest way to move around, but it's also the stealthiest. Snipers and other reconnaissance-oriented troops should always stay as low as possible to avoid being detected. The crouched and prone stances also improve the accuracy of firearms—more on this later.

SWIMMING

If you find yourself in deep water, you can swim by using the left and right analog sticks. While swimming, you can't dive under water—you're stuck on the surface until you make it to a shallow spot. However, you can still access your kit's weapons, so don't forget to defend yourself if you come under attack. As a rule, avoid swimming. Not

Basic Training



only is it slow, but bobbing around in the water leaves you open to incoming fire. If you must cross large bodies of water, look for shallow areas or hitch a ride on a boat or amphibious vehicle. The less time you spend paddling

around in the water, the longer you're likely to survive.

PARACHUTING



Whether jumping out of a damaged aircraft or hopping off a tall building, you can avoid slamming into the ground by deploying your parachute. While in freefall, tap the parachute button once to deploy the

chute. Pressing the parachute button once the chute is already deployed causes you to lose your chute and resume freefall. Parachutes can be used multiple times, so don't worry if it takes a few jumps to descend a deep canyon or multitiered structure. But the longer you're in the air, the more attention you're likely to attract. For this reason, freefall as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held control points, and in the single-player campaign it can earn you some medals. It's also possible to use your troop kit's weapons while drifting down in your parachute harness, but your accuracy isn't that great. At high altitudes, try dropping grenades on enemy infantry below—just make sure they explode long before you reach the ground.

WEAPONS TRAINING



Although there are more than 20 different types of firearms available to infantry, they all function similarly. Aiming your weapon is as simple as moving the right analog stick. Place the crosshairs over your target and pull the

trigger. For more precise aim, and a boost in accuracy, zoom in on the target—if the firearm is equipped with a scope, this brings up the scope's view. When engaging infantry, always aim for their upper torso to maximize the chances of scoring a hit. The crosshairs "grow" slightly to indicate inaccuracy when firing a weapon. If you hit an enemy, a red, triangular flash appears around the crosshairs icon. Use this hit information to place your following rounds in approximately the same area. Although scoring a headshot is often fatal, an opponent's head is much smaller than his torso and is difficult to hit unless you're using a sniper rifle.

Accuracy

Firearm accuracy is affected primarily by movement and stance. While there is no technical change in accuracy between standing still and running, it is notably more difficult to take aim when running. Try



to fire from stationary positions whenever possible.

Accuracy can be increased even more by crouching or dropping prone. Crouched firing is the most practical of the two stances, particularly when on the move. Make a habit of bending a knee before squeezing off a few rounds. To fully maximize your weapon's accuracy, drop prone and use your weapon's zoom/scope function. This combination is the most stable and accurate firing position available. Support troops benefit most from firing in a prone position, as it helps stabilize their cumbersome machine guns.

Reloading

Once ammunition has been expended from a magazine, it's necessary to reload before firing can resume. If the Auto Reload function is checked in the Options menu, reloading occurs automatically



every time a magazine runs dry. In multiplayer mode, Auto Reload is the default and can't be turned off. In single-player mode, it's better to reload the weapon yourself. You should keep a full magazine at all times, as you never know when you'll need every last round. But you also need to conserve ammunition, unless an ammo crate is nearby. As a rule, reload your weapon once the magazine reaches the half capacity mark. You can monitor how much ammo is left in

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MODERN COMBAT

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a magazine by glancing at the ammo meter in the bottom, right-hand corner of the screen. In the single-player campaign, once you've completely run out of magazines, a restocking phase automatically begins, indicated by a status bar above the weapon icon. During this period, you can not use the weapon until the restocking phase is complete. At this time, your soldier begins with a fresh supply of magazines.

TIP If you're face-to-face with an enemy, and your primary weapon has run out of ammo, switch to your pistol. It's much faster than reloading.

NAVIGATION



While the maps vary in size from small to quite large, they all require some rudimentary navigational skills to find your way around. There are a couple of ways to do so. The first is the mini-map in the upper, right-hand

corner of the screen. At the center of the map is a white vector. You are always in the center of the mini-map, and the vector shows which way you are facing, with north at the top of the mini-map (unless you have the Rotate Mini-Map option turned off). The mini-map is used for seeing your surroundings, the location of control points, and any nearby friendly or enemy troops. Your troops appear in blue while enemy units appear in red. In multiplayer you can zoom in and out of the mini-map using the directional pad.

An expanded view can also be accessed in multiplayer, causing a large map overlay to appear on the screen. This shows you the whole battlefield and the position of all your friendly units. Use this larger map to get an overall view of the battle's status. Since the fog of war is in effect on all the maps, you can't see the location of enemies unless they are detected by a sniper's forward observer. Unoccupied vehicles, support structures, and artillery appear as gray icons.

In addition to the two maps, you can also toggle flag icons to appear on your HUD to show you the direction and distance to the control points in conquest mode or the location of flags in CTF.

NOTE In multiplayer mode, if an enemy neutralizes a friendly flag, it starts to flash red as he captures it on your mini-map. If a friendly player neutralizes or captures an enemy flag, it flashes blue on your mini-map.

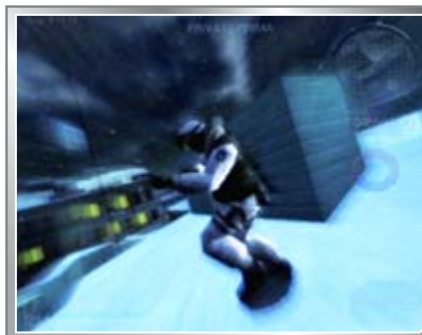
SINGLE-PLAYER CAMPAIGN



The single-player campaign consists of 20 missions as you take control of both NATO and Chinese forces fighting in Kazakhstan. All of the missions are objective oriented, requiring you to complete a number of tasks. At the start

of each mission, you're assigned an initial objective. This usually requires you to move to a certain location on the map. Green objective markers, both on the HUD and mini-map, mark where you need to go. The objective marker on the mini-map shows up as a green vector, and the marker on the HUD is a green circle. The HUD's objective marker also shows how far away the objective is, measured in meters. After completing one objective, a new one is often assigned. Keep moving from one objective to the next until the mission is complete. Note that should you die in a mission, you will incur a 5,000-point death penalty. To avoid this, hotswap to another allied troop before yours goes under.

HOTSWAP



In all of the single-player missions, you start off as just one soldier in a much larger team. However, you aren't restricted to playing that one soldier. The hotswap function is a unique way to switch from one friendly

soldier to another. Simply aim at a friendly unit until the troop kit icon over his head turns from blue to white—this indicates you have the unit targeted for a hotswap. Push the hotswap button and watch as the camera zooms to the targeted unit, allowing you to take control. In some situations you can't make the troop kit icon turn white. This is because you must have a direct line of sight with the targeted unit. If a solid object is between you and the desired unit, a hotswap cannot be performed.

In many missions it's necessary to hotswap to a different troop kit or vehicle to complete a mission. So if you're having trouble completing an objective, look around for other friendly units who have the proper tools for the job. Hotswapping is also an extremely quick way to move around the battlefield. If a friendly unit is already near an objective, simply hotswap to him to avoid a lengthy hike.

Basic Training

ENHANCEMENTS



The ring around the mini-map is called the enhancement meter. This slowly fills up in a clockwise fashion every time you make several successive kills in a short period of time. The meter is broken up into five separate sections. As

each section is filled, your soldier benefits from various enhancements, which temporarily improve his capabilities. Think of this as an adrenaline factor—the more heated the battle becomes, the more alert and proficient your soldier is. The enhancements provided are as follows.

ENHANCEMENTS				
Health	Damage	Armor	Ammunition	Physical
x1.5	x1.5	Light	Fire Rate	Movement Speed
x2	x3	Medium	Quick Reload	Fall Distance
x3	Splash Damage	Heavy	Quick Restock	Jump Height
Auto-Heal	—	Invulnerable	—	Throw Distance

The first row of enhancements is available at the beginning of the campaign as a Private. As you progress in rank, you unlock more advanced enhancements, such as splash damage and invulnerability. But remember, all of these enhancements are temporary. As the action dies down and there are fewer enemies to kill, the enhancement meter reverses direction, slowly removing one bonus at a time. For a more detailed breakdown of which enhancements are available to each rank, see Appendix A in the back of the guide.

FIELD TASKS



As you cruise around the single-player missions, notice that some static objects can be destroyed. These are called field tasks. There are a total of 13 different types of field task objects, and they can be destroyed with

either explosives or repetitive hits from small arms fire. You

can earn a star by destroying all instances of one of these objects. However, the flags (one in each region) cannot be destroyed. You must complete these tasks by simply standing near the pole until a flag is raised. See the following table for the number and distribution of field tasks. For more precise information on the exact locations of each field task object, see the labeled maps in Appendix B in the back of the guide.

FIELD TASKS		
Object	Count	Region
Aerials	31	All
Ammo Huts	5	Almaty
Bells	3	All
Billboards	17	Qyzylorda
Buoys	5	Mangystau
Burning Barrels	5	Almaty
Flags	3	All
Sea Mines	10	Mangystau
Oil Wells	3	Qyzylorda
Road Signs	26	All
Speakers	11	Mangystau
Statues	2	Qyzylorda
Water Towers	3	Almaty

STARS AND RANK



At the end of each single-player mission, stars are awarded. Up to ten stars can be earned per mission based on five criteria. First is your mission score, accounting for five possible stars—the higher the score, the more stars you

earn. Time is the next factor and is worth a total of two possible stars. Each mission has an ideal preset time in which all objectives must be achieved. Finish the mission under this time, and you earn the two stars. Style is worth two stars as well—this refers to how efficiently you use teammates through hotswapping. This not only takes into account the number of hotswaps you've completed, but also the total distance covered. The next condition is accuracy. Each mission has a different accuracy requirement to earn a star. The final factor is casualties, tallying how many friendly troops died during the mission. As with the time factor, there's a preset number of acceptable casualties per mission. If these values are exceeded, you can lose up to two stars.



Now that you have stars, you can move up in rank. Each promotion requires a specific number of stars. As previously mentioned, moving up in rank unlocks new and more powerful enhancements. Most of the ranks also unlock challenges. These are like mini-games that test your skills with weapons, vehicles, and hotswapping. They also allow you to earn more stars. You can earn up to three stars per challenge, depending on how well you perform. The following table details how many stars are needed for each rank and which challenges are associated with each promotion.

SINGLE-PLAYER RANKS		
<i>Rank</i>	<i>Required Stars</i>	<i>Unlocked Challenges</i>
Private	0	Hotswap: The Ruins, Race: Humvee, Weapon: Assault Rifle
Private 1st Class	5	Hotswap: The Oil Platform
Corporal	11	Race: Light Patrol Boat
Sergeant	18	Weapon: RPG
Sergeant 1st Class	26	Hotswap: The Factory
Master Sergeant	35	Race: Eagle MTV
Sgt. Major	44	Weapon: Sniper Rifle
Command Sgt. Major	55	Hotswap: The North Docks
Warrant Officer	67	Race: BK-1990
Chief Warrant Officer	79	Weapon: Frag Grenade
2nd Lieutenant	93	Hotswap: The Plaza
1st Lieutenant	108	Race: Apache Helicopter
Captain	123	Weapon: Shotgun
Major	140	Hotswap: The Village
Lieutenant Colonel	157	Race: Fast Attack Vehicle
Colonel	176	Weapon: Machine Gun
Brigadier General	195	—
Major General	216	—
Lieutenant General	237	—
4-Star General	259	—
Battlefield General	332	—

EQUIPMENT UPGRADES

In addition to moving up in ranks, earning stars also unlocks weapon and equipment upgrades. These upgrades are applied at the end of each mission, once all earned stars have been applied to your profile. The following table lists all of the upgrades available.



UPGRADES

<i>Weapon/Equipment</i>	<i>Upgrade Type</i>	<i>Stars</i>
Pistol	23-Round Clip	6
Sub-Machine Gun	45-Round Clip	13
Rocket Launcher	Increased Ammo (8)	19
Pistol	Increased Ammo (45)	25
Assault Rifle	45-Round Clip	32
Machine Gun	150-Round Clip	38
Sniper Rifle	8-Round Clip	44
Shotgun	12-Round Clip	51
Machine Gun (V)	Increased Ammo (1,500–3,000)	57
Grenade Launcher	Increased Ammo (5)	63
Sub-Machine Gun	Increased Ammo (225)	70
Rocket Launcher	Increased Zoom	76
Assault Rifle	Increased Ammo (225)	82
Blowtorch	Increased Ammo (1,500)	89
Sniper Rifle	Increased Ammo (15)	95
C4 Explosive	Increased Ammo (6)	101
Grenade Launcher (V)	Increased Ammo (90)	108
Shotgun	Increased Ammo (48)	114
Forward Observer	Increased Ammo (6)	120
Sub-Machine Gun	Increased Zoom	126
23mm Cannon (V)	Increased Ammo (3,000)	133
25mm Cannon (V)	Increased Ammo (3,000)	133
30mm Cannon (V)	Increased Ammo (750)	133
40mm Cannon (V)	Increased Ammo (3,000)	133
90mm Cannon (V)	Increased Ammo (150)	133
105mm Cannon (V)	Increased Ammo (150)	133
120mm Cannon (V)	Increased Ammo (150)	133
125mm Cannon (V)	Increased Ammo (150)	133
Machine Gun	Increased Ammo (300)	139
Smoke Grenade	Increased Ammo (5)	145
Smoke Grenade	Increased Ammo (5)	145
Assault Rifle	Increased Zoom	152
Auto-Injector	Increased Ammo (5)	158
Sniper Rifle	Increased Zoom	164
Antitank Missile (V)	Increased Ammo (75)	171
70mm Rocket (V)	Increased Ammo (150)	171
Mine	Increased Ammo (5)	177
Forward Observer	Extended Blip Duration	183
Stun Grenade	Increased Ammo (5)	190
Frag Grenade	Increased Ammo (5)	196
Laser Target Designator	Increased Ammo (2)	202
Mortar Strike	Increased Ammo (2)	209
Locking Missile (V)	Increased Ammo (6)	215
Sniper Rifle	Armor-Piercing Bullets	221
Rocket Launcher	Homing Missile	228

Basic Training













UPGRADES (cont'd)

Weapon/Equipment	Upgrade Type	Stars
Laser Target Designator	Increased Zoom	234
Sub-Machine Gun	Armor-Piercing Bullets	240
Laser Target Designator	Bunker Buster (added splash damage)	247
Assault Rifle	Armor-Piercing Bullets	253
Mortar Strike	Carpet Bomb	259
Machine Gun	Armor-Piercing Bullets	266

(V) = Vehicle/Stationary Weapons

SINGLE-PLAYER CHEATS

Want to unlock all the weapons? Simply enter the code below. This code must be entered during gameplay with less than a one second interval between button presses.

Cheat	PS2	Xbox
Unlock All Weapons	Hold [L2] + [R2] then press  ,  ,  ,  ,  , 	Hold [Left Stick] + [Right Stick] then press  ,  ,  ,  ,  , 

MEDALS



Medals are earned by performing difficult and potentially dangerous tasks during the campaign. For instance, you can earn medals by killing multiple enemies with a single magazine, or by freefalling great

distances without opening your parachute. In total, there are 78 different medals, and each group of medals is worth one star. All medals and their requirements are covered in Appendix C in the back of the guide.

MULTIPLAYER



Although the single-player campaign is fun and challenging, you haven't fully experienced *Battlefield* until you've hopped online and tested your skills against friends and strangers. Multiplayer differs significantly from the

single-player mode, as there are no enhancements, weapon upgrades, or hotswaps. Furthermore, the rank and award

systems are totally different. This section goes through the basics of multiplayer, including information on the two game modes, the scoring systems for each, and details on ranks.

CONQUEST MODE



CONQUEST SCORING

Action	Score
Kill enemy soldier	+1
Kill enemy soldier by destroying his vehicle	+2
Driver assist (secondary position gets kill)	+1
Neutralize flag (first in radius)	+2
Neutralize flag assist	+1
Capture flag (first in radius)	+3
Capture flag assist	+1
Kill capturing soldier	+2
Heal teammate 30%	+1
Repair manned friendly vehicle 30%	+1
Team Kill: first offense	-1
Team Kill: second offense	-2
Team Kill: third offense	-3
Team Kill: fourth and future offenses	-6

Conquest is the heart and soul of *Battlefield*, requiring two teams to fight for control of a map. This is accomplished by capturing and defending flagged positions known as control points. In conquest mode, there are numerous ways to earn points. Killing opponents is the most obvious way to boost your score, but you can also rack up some big points by capturing control points. However, you can also lose points by accidentally (or intentionally) killing yourself and teammates. The penalty for team kills increases with each incident of friendly fire, so be mindful of your aim and exercise extreme caution when using explosives. If you kill too many teammates, you may be voted off the server—nobody likes a team killer. Let's take a quick look at the elements of a conquest game.

CONQUEST GAME TYPES

There are a total of three different battle types, each with its own distinct rules.

Double Assault

On these maps, each side usually begins with one control point. A ticket drain can be initiated on the opposing team by controlling the majority of the map's control points. For example, if your team has two control points and the enemy only has one, the enemy's tickets are slowly drained. A quick victory can be achieved by capturing all of the control points, denying the opposing team a spawn point.

Assault

During assault battles, there is always an attacker and a defender. The attacker begins with at least one base that cannot be captured. Defenders usually hold most of the map's control points, but all of them can be captured. It's the attacker's job to capture all of the control points on the map, preventing the defender from spawning new troops. The attacker begins the battle with more tickets, but a ticket drain is in effect until the attacking team captures a majority of the map's control points.

Head-On

In head-on battles, both sides are on an even footing, each beginning with a base on opposite sides of the map. In most cases, all of the control points are neutral to begin with, often resulting in races to capture the most. As in the other games, bleeding the opposing side's tickets is possible by holding a majority of the map's control points—bases included. Since the bases cannot be captured, each side always has at least one spawn point.

Spawn Screen



This is where you select your troop kit and your spawn point at the beginning of a game and whenever you die. Your team's spawn points are represented by blue dots on the map and are usually located next to control

points. Before spawning in, take a quick look at the map and determine what kind of troop kit would best serve your team. For instance, if an enemy tank is attacking a friendly control point, spawn in as an engineer and use the rocket launcher to blast the armored invader.

Tickets



Tickets represent the number of reinforcements your team has at any given time. These fluctuating numbers are prominently displayed in the upper, right-hand corner of the screen—just below the mini-map. Every time a

teammate dies, one ticket is subtracted from your team's total count. Tickets can also be steadily drained if your team controls fewer control points than the enemy. This is why it's important to control as much territory as possible. The team with the most tickets at the end of the game wins; the team with the least (or no) tickets loses—see the table below for specific victory conditions. Every ticket is precious, so take the time to seek out a medical crate to heal if you're wounded. Support soldiers can also help prevent ticket loss by treating wounded teammates with the auto-injector.

CONQUEST VICTORY CONDITIONS

Rating	Criteria
Major Victory	50% or more friendly tickets remain
Victory	25–49% friendly tickets remain
Minor Victory	0–24% friendly tickets remain
Minor Defeat	0–24% enemy tickets remain
Defeat	25–49% enemy tickets remain
Major Defeat	50% or more enemy tickets remain

Control Points



These are locations of strategic importance that can be captured by either side. You can view the location of a battlefield's control points on the mini-map in the upper, right-hand corner of the screen, or by

expanding the map view with the directional pad. On the map, the control points are marked by small circle icons indicating their locations, as well as their current state. When a control point is held by your team, it shows up as a blue circle. A red circle indicates the control point is held by your opponent. Control points can also be neutral, represented by a white square icon on the map. In addition to being spawn points, most control points

Basic Training

also produce vehicles when captured. The types and number of assets produced by a control point vary based on the map and nationality of the occupier.

TIP Some of the conquest maps are equipped with a command computer. This terminal can be used by both teams to call in artillery strikes. Simply access the computer and place the crosshairs on the desired target zone on the map. Artillery strikes cover a wide area and aren't completely accurate, so make sure your teammates (the blue dots) are far from the target zone to avoid team kills. Once an artillery strike has been called in, the command computer enters a recharge phase for several minutes. When an artillery strike is available, a message flashes across the screen—get to the computer before your enemy does.



Control Point Capture



You must occupy a control point's radius to capture it. Think of this as a large, invisible dome emanating from the flagpole. The capture progress meter appears at the bottom of the screen when you're within a

control point's radius; it disappears when you move out. Use this to scout the boundaries of the radius, as well as monitor the status of the conversion process. No opponents can be present within the control point's radius at the time of capture, so all resistance must be routed or eliminated. Multiple teammates gathered within the radius can reduce the amount of time necessary to capture the control point.

TIP A steady pilot can capture control points by hovering near the flagpole. However, entering a hover makes the chopper a ripe target for enemy troops.

CAPTURE THE FLAG (CTF)



CTF SCORING

Action	Score
Kill enemy soldier	+1
Kill enemy soldier by destroying his vehicle	+2
Driver assist (secondary position gets kill)	+1
Heal teammate 30%	+1
Repair manned friendly vehicle 30%	+1
Pick up enemy flag	+1
Capture flag	+5
Return your flag	+1
Capture Assist: return your flag, and a capture occurs within 15 seconds	+1
Capture Assist: kill the enemy flag carrier, and a capture occurs within 15 seconds	+2
Capture Assist: drive flag carrier	+2
Kill enemy flag carrier	+3
Kill enemy near enemy flag	+2
Kill enemy within 15 meters of your team's flag carrier	+2
Kill enemy who injured your team's flag carrier (within 30 seconds)	+3
Kill enemy who is in your home base	+2
Heal your flag carrier	+2
Repair flag carrier vehicle	+2
Suicide	-1
Team Kill: first offense	-1
Team Kill: second offense	-2
Team Kill: third offense	-3
Team Kill: fourth and all future offenses	-6

CTF VICTORY CONDITIONS

Rating	Criteria
Major Victory/Defeat	50%+ Score Disparity
Victory/Defeat	25%–49% Score Disparity
Minor Victory/Defeat	0–24% Score Disparity



CTF is a classic multiplayer mode, made all the more fun by *Battlefield's* vehicles and fast-paced style of play. Unlike conquest, there are no tickets in CTF. Team scoring is based on the number of times your team captures the enemy's flag. The enemy's flag is usually located at the enemy base. To get it, simply touch the flagpole and return the flag to your base's flagpole to score a point—your team's flag must be present to do so. You can capture a flag while in a vehicle, but you have to run over it, often causing the vehicle slight damage and reducing its speed. If killed while heading back to your base with the enemy flag, you drop it. This allows a teammate to pick it up and continue the journey or an enemy to touch it to return it to his base. If untouched, dropped flags automatically return to their bases within a few seconds.

RANKS

MULTIPLAYER RANK REQUIREMENTS

Rank	Name	Medals	Score	PPH*
	Private	—	—	—
	Private 1st Class	0	25	10
	Corporal	1	50	12
	Sergeant	1	100	15
	Sergeant 1st Class	2	150	18
	Master Sergeant	2	225	25
	Sergeant Major	3	360	28
	Command Sergeant Major	3	550	30
	Warrant Officer	4	750	32
	Chief Warrant Officer	4	1,050	35
	2nd Lieutenant	5	1,500	40
	1st Lieutenant	5	2,000	42
	Captain	6	2,800	50
	Major	6	4,000	55
	Lieutenant Colonel	7	5,800	60
	Colonel	8	8,000	65
	Brigadier General	9	12,000	70

MULTIPLAYER RANK REQUIREMENTS (cont'd)

Rank	Name	Medals	Score	PPH*
	Major General	10	16,000	80
	Lieutenant General	11	22,000	90
	5-Star General	12	32,000	100

* = Points Per Hour Average

Although many of the ranks in multiplayer are similar to those in the single-player mode, the requirements necessary for promotion are completely different. Achieving ranks in multiplayer is based on three separate criteria: medals earned, total score, and a points per hour average. The points per hour average, or PPH, is calculated by dividing your total score by the last 10 hours played. Even novice players should be able to average at least 20 points per hour.



Basic Training

AWARDS

There are two types of awards available in multiplayer: medals and ribbons. Medals are awarded for feats performed within a single game round. For instance, if you kill five enemies without dying while only using troop kit weapons, you're awarded the Distinguished Service Cross. Ribbons are awarded for your overall online performance, taking into account the number of rounds you've completed and victories achieved. There are fifteen medals and eight ribbons in all, each with its own unique and challenging requirements. For details on each award, see Appendix C at the back of the guide.

BF:HQ



When you first start an online game, you're prompted to create a multiplayer profile. This is really easy. Simply come up with a nickname, then enter your e-mail address and a password. Your profile is used to keep

track of all of your gameplay stats. These stats determine your rank, as well as your eligibility for ribbons.

To take a look at your stats, click the BF:HQ button on the main menu. The Profile Summary screen shows the basics, including your rank, score, points per hour, and awards. Within the BF:HQ option, there are four more options at the top of the screen. The first tab leads to the Friends screen, where you can add players you've met online to your friends list and even send them messages. Next is the Clan tab, an integrated system allowing you to create or join a clan for organized team play. If you're new to this sort of thing, clans are groups of players who play and practice regularly. Most clans also take part in tournaments and organized events. If you're serious about multiplayer, shop around and join a clan that best suits your style of play and schedule. The Stats screen lists

practically everything you've ever done in every online game you've played. Included are statistics on your most-played vehicles and weapons—it even logs how long you've played online, down to the second. Last is the Leaderboards screen, where you can track your statistics against everyone else in the online community. You can sort data based on scores, kits, vehicles, and even individual kit equipment.

ONLINE RESOURCES

Battlefield 1942 spawned an enthusiastic gaming community, even before its release. Over the years, the community has grown even larger, fueled largely by mods and organized team play. It only takes a few minutes of poking around the internet to find numerous fan sites dedicated to everything *Battlefield*. Now that console gamers are getting in on the action, the community is poised for another major growth spurt.

OFFICIAL BATTLEFIELD 2: MODERN COMBAT WEB SITE

<http://www.eagames.com/official/battlefield/moderncombat/us/home.jsp>

This is EA's official site and should be your first stop for official news.

PLANET BATTLEFIELD

<http://www.planetbattlefield.com>

This is one of the most comprehensive and frequently updated *Battlefield* sites on the web. Check it for news, as well as details on clans and upcoming tournaments. The forums are also an excellent source of information. Bookmark this one.

BATTLEFIELD NATION

<http://www.bfnation.net>

Here's another great source for news with frequent updates and links to other community web sites around the world.



INFANTRY

In *Battlefield 2: Modern Combat*, nothing is predictable. The tactical situation changes from minute to minute, requiring your team to respond to a variety of threats and opportunities. Success largely hinges on picking the right tools for the job and applying them in a way to best benefit the team's progress. The five available troop kits all have their own strengths and weaknesses. A competent player should be familiar with the nuances of each and know how to apply them to the ever-changing situation on the battlefield. This section explores each troop kit and offers some tips on how to use them. It also outlines the stationary weapons, vital to any defensive effort.

ASSAULT

The assault soldier is the spearhead of most offensive operations. Armed with an assault rifle, grenade launcher, pistol, fragmentation grenades, and smoke grenades, assault troops are prepared for any kind of action.

SINGLE-PLAYER UPGRADES

<i>Weapon/Equipment</i>	<i>Upgrade Type</i>	<i>Stars</i>
Assault Rifle	45-round Clip	32
Grenade Launcher	Increased Ammo (5)	63
Assault Rifle	Increased Ammo (225)	82
Smoke Grenade	Increased Ammo (5)	145
Assault Rifle	Increased Zoom	152
Assault Rifle	Armor-Piercing Bullets	253

US ASSAULT



US ASSAULT KIT

<i>Weapon/Item</i>	<i>Magazine Capacity</i>	<i>Ammo Count</i>
M4 Carbine	30	180
M9	15	45
M203 Grenade Launcher	1	3
M61 Frag Grenade	—	3
AN-M8 Smoke Grenade	—	3

Primary Weapon: M4 Carbine/M203

Damage: Medium

Accuracy: Medium

Fire Mode: Full Auto

The M4 is a lightweight version of the M16 and fires the same type of ammunition. It has similar handling and accuracy but does less damage.



EU ASSAULT

EU ASSAULT KIT

<i>Weapon/Item</i>	<i>Magazine Capacity</i>	<i>Ammo Count</i>
L85A2	30	180
Glock 17	15	45
M203 Grenade Launcher	1	3
M61 Frag Grenade	—	3
AN-M8 Smoke Grenade	—	3



Primary Weapon: L85A2/M203

Damage: Medium

Accuracy: Medium

Fire Mode: Full Auto

Used mainly by British forces, the A2 model is an updated version, offering increased reliability in the field.



CHINESE ASSAULT

CHINESE ASSAULT KIT

<i>Weapon/Item</i>	<i>Magazine Capacity</i>	<i>Ammo Count</i>
Type 95	30	180
QSZ-92	15	45
Type 91 Grenade Launcher	1	3
Type 77-1 Frag Grenade	—	3
AN-M8 Smoke Grenade	—	3



Infantry

Primary Weapon: Type 95/Type 91

Damage: Medium

Accuracy: Medium

Fire Mode: Full Auto

This lightweight weapon shares similarities with the French FAMAS bull-pup design. High reliability and versatility make the Type 95 an accurate and deadly weapon for the PLA.



MEC ASSAULT

MEC ASSAULT KIT

Weapon/Item	Magazine Capacity	Ammo Count
AK-47	30	180
Tariq	15	45
GP-25 Grenade Launcher	1	3
RGO-78 Frag Grenade	—	3
AN-M8 Smoke Grenade	—	3



Primary Weapon: AK-47/GP-25

Damage: Medium

Accuracy: Medium

Fire Mode: Full Auto

The most produced assault rifle in the world, the AK-47 sports a rugged design with the ability to mount a grenade launcher.



SPECIALIZED EQUIPMENT

AN-M8 Smoke Grenade

When deployed, this grenade sends out clouds of smoke, useful for concealing your team when moving across enemy fields of fire. You can throw grenades at varying lengths, depending on the angle at which you throw it.



ASSAULT TACTICS

When you're not quite sure what kind of resistance you might face, the well-rounded assault kit is always a good choice. The assault rifles associated with this kit offer a fine balance of accuracy and firepower, useful for downing enemy infantry at any range. Each assault rifle is also equipped with a grenade

launcher, mounted below the weapon. By elevating the rifle's barrel, grenades can be lobbed at impressive distances. While intended primarily as an anti-infantry weapon, the grenade launcher can also inflict heavy damage against vehicles and stationary weapons. Unlike hand grenades, launched grenades explode on impact, dealing more direct damage to the target. The assault soldier also carries smoke grenades. These hand-tossed canisters dispense a thick cloud of white smoke that lasts for a few precious seconds. Smoke screens are vital when crossing known fields of fire. Use them in urban settings to avoid being cut down by enemy snipers and machine gunners when you're crossing streets or other open areas.

ENGINEER

The handyman of the unit, the engineer can fix vehicles with his blowtorch. He can also kill enemies with it. In addition, the engineer carries a shotgun, pistol, rocket launcher, and antivehicle mines.

SINGLE-PLAYER UPGRADES

Weapon/Equipment	Upgrade Type	Stars
Rocket Launcher	Increased Ammo (8)	19
Shotgun	12-round clip	51
Rocket Launcher	Increased Zoom	76
Blowtorch	Increased Ammo (1,500)	89
Shotgun	Increased Ammo (48)	114
Mine	Increased Ammo (5)	177
Rocket Launcher	Homing Missile	228

US ENGINEER

US ENGINEER KIT

Weapon/Item	Magazine Capacity	Ammo Count
SPAS-12	8	40
M9	15	45
SMAW Rocket Launcher	1	5
Antivehicle Mine	—	3
Blowtorch Repair Kit	—	1,000



Primary Weapon: SPAS-12

Damage: Light/Medium

Accuracy: Low

Fire Mode: Semi-Auto

The Italian-designed Sporting Purpose Automatic Shotgun (SPAS) is popular with special forces and SWAT teams for close-quarter combat.



Rocket Launcher: SMAW

The Shoulder-launched Multipurpose Assault Weapon (SMAW) fires an 83mm armor-piercing rocket designed to destroy main battle tanks and infantry fortifications.



EU ENGINEER

EU ENGINEER KIT

Weapon/Item	Magazine Capacity	Ammo Count
M3	8	40
Glock 17	15	45
Carl Gustav M3 Rocket Launcher	1	5
Antivehicle Mine	—	3
Blowtorch Repair Kit	—	1,000



Primary Weapon: M3

Damage:
Light/Heavy

Accuracy: Low

Fire Mode:
Pump-Action



This standard pump-action shotgun is the tactical version of the popular M3 Super 90, featuring a folding butt-stock.

Rocket Launcher: Carl Gustav M3

The M3 is an updated version of the original Carl Gustav antitank weapon, first introduced in the 1940s. Used by many NATO countries, the M3 is a recoilless antitank weapon that fires an 84mm rocket from a reusable carbon fiber tube. The breach-loading M3 takes longer to load than the other rocket launchers, but its rocket flies much faster.



CHINESE ENGINEER

CHINESE ENGINEER KIT

Weapon/Item	Magazine Capacity	Ammo Count
RMB-93	8	40
QSZ-92	15	45
PF-98 Rocket Launcher	1	5
Antivehicle Mine	—	3
Blowtorch Repair Kit	—	1,000



Primary Weapon: RMB-93

Damage: Light/Heavy

Accuracy: Low

Fire Mode:
Pump-Action



The RMB-93 is a pump-action shotgun. The hand guard has a forward-back movement instead of the classic back-forward moving barrel.

Rocket Launcher: PF-98

The PF-98 is becoming the PLA's primary light antitank weapon to replace the obsolete recoilless guns. The PF-98 is a recoilless rocket launcher used primarily by infantry forces for engagement and defeat of enemy armor at short distances.



MEC ENGINEER

MEC ENGINEER KIT

Weapon/Item	Magazine Capacity	Ammo Count
Mossberg 500	8	40
Tariq	15	45
RPG-7V Rocket Launcher	1	5
Antivehicle Mine	—	3
Blowtorch Repair Kit	—	1,000



Primary Weapon: Mossberg 500

Damage:
Light/Heavy

Accuracy: Low

Fire Mode:
Pump-Action



Infantry

The smooth-bore, pump-action Mossberg 500 is one of the most popular American-produced shotguns. This model features a polymer stock for reduced weight.

Rocket Launcher: RPG-7V

The RPG-7V is a recoilless, shoulder-fired, muzzle-loaded, reloadable, antitank grenade launcher that is light enough to be carried and fired by one person.



SPECIALIZED EQUIPMENT

Antivehicle Mine

The trigger mechanism on these mines can only be activated by the weight of a vehicle. But infantry can detonate these mines with gunfire. Mines can also be destroyed by explosive splash damage. A string of mines (with overlapping blast radiuses) and one well-aimed bullet can make for an impressive fireworks show. In multiplayer, each friendly mine is marked with a red, triangular icon appearing above it, making it easier to spot.



Blowtorch Repair Kit

This portable welding blowtorch can repair vehicles. It can also be used as a close-combat weapon against another player at point-blank range.



ENGINEER TACTICS

The engineer is the master of repairs and antivehicle mayhem. If it can be damaged, the engineer can fix it—or destroy it. Use the blowtorch to restore vehicles to full strength. The engineer's mines are only effective against vehicles—they don't explode if you step on one. These are useful in defensive situations, when it's necessary to close off roads, bridges, or other narrow chokepoints to vehicle traffic. One mine is enough to turn any vehicle into a flaming hulk of charred metal, and mines don't distinguish between friend or foe, so think twice before dropping them. No more than nine mines can be dropped at one time. Each engineer is also armed with a shotgun, a weapon that is nearly useless at intermediate and long ranges but is outright devastating at close range. When fired, the shotgun spits out several spherical pellets from the barrel in a cone-shaped spread. As such, accuracy

diminishes drastically over distance. Unless conducting close-quarter combat, engineers are better off using their pistol. It causes less damage but is much more likely to hit distant targets. The engineer's rocket launcher is best deployed against vehicles but can be fired at infantry too. The armor-piercing rocket doesn't inflict much splash damage, so make sure it detonates as close to the target as possible. When engaging tanks and other armored vehicles, always try to hit the weak underside and rear armor for a quick kill—it takes one rocket to destroy an APC from the rear and two rockets to knock out a tank.

TIP Need to drop some mines fast? Try dropping them out of a moving vehicle like a heavy jeep or even a transport helicopter. But you must be sitting in a passenger spot that allows you to access your kit. You can even drop mines while parachuting, as a last ditch effort at survival when you find yourself drifting toward an enemy tank.

SNIPER

In addition to the sniper rifle with multiple zoom ranges, the sniper comes armed with a pistol, smoke grenades, and a laser target designator. He can also reveal enemy positions via his forward observer.

SINGLE-PLAYER UPGRADES

<i>Weapon/Equipment</i>	<i>Upgrade Type</i>	<i>Stars</i>
Sniper Rifle	8-round clip	44
Sniper Rifle	Increased Ammo (15)	95
Forward Observer	Increased Ammo (6)	120
Smoke Grenade	Increased Ammo (5)	145
Sniper Rifle	Increased Zoom	164
Forward Observer	Extended Blip Duration	183
Laser Target Designator	Increased Ammo (2)	202
Sniper Rifle	Armor-Piercing Bullets	221
Laser Target Designator	Increased Zoom	234
Laser Target Designator	Bunker Buster (added splash damage)	247

US SNIPER



US SNIPER KIT

<i>Weapon/Item</i>	<i>Magazine Capacity</i>	<i>Ammo Count</i>
M95	5	20
M9 (silenced)	15	45
AN-M8 Smoke Grenade	—	3
PAQ-1 Laser Target Designator	—	1
Forward Observer	—	3

Primary Weapon: M95

Damage: Heavy

Accuracy: High

Fire Mode: Bolt-Action

The M95 Barret is a shortened bolt-action variation of the massive semi-auto M82A1. It fires 12.7mm (.50) ammunition and can accurately engage targets up to one mile away.



EU SNIPER

EU SNIPER KIT

Weapon/Item	Magazine Capacity	Ammo Count
SVU	5	20
MP-445 Varjag (silenced)	15	45
AN-M8 Smoke Grenade	—	3
PAQ-1 Laser Target Designator	—	1
Forward Observer	—	3



Primary Weapon: SVU

Damage: Heavy

Accuracy: High

Fire Mode: Bolt-Action

The SVU is a shortened bull-pup version of the Dragunov sniper rifle and is used primarily by Russia's elite law enforcement agencies.



CHINESE SNIPER

CHINESE SNIPER KIT

Weapon/Item	Magazine Capacity	Ammo Count
Type 88	5	20
QSZ-92 (silenced)	15	45
AN-M8 Smoke Grenade	—	3
1PN90 Laser Target Designator	—	1
Forward Observer	—	3



Primary Weapon: Type 88

Damage: Heavy

Accuracy: High

Fire Mode: Bolt-Action

This is the sniper version of the Type 95 assault rifle. It has a longer and heavier barrel and a bipod in this role.



MEC SNIPER

MEC SNIPER KIT

Weapon/Item	Magazine Capacity	Ammo Count
Dragunov SVD	5	20
Tariq (silenced)	15	45
AN-M8 Smoke Grenade	—	3
1PN90 Laser Target Designator	—	1
Forward Observer	—	3



Primary Weapon: Dragunov SVD

Damage: Heavy

Accuracy: High

Fire Mode:
Bolt-Action

The SVD is a light-weight rifle used for midrange sharp shooting. Developed in the late 1960s, the Dragunov SVD was the standard military sniper rifle of the Soviet era and remains in widespread service today.



SPECIALIZED EQUIPMENT

Laser Target Designator (LTD)

Any vehicle (manned or unmanned) can be "painted" with the laser target designator. Simply center the vehicle in the LTD's sight and hold down the fire button as white brackets appear around the target. When the brackets constrict to form a tight red box, a lock is achieved—the incoming laser-guided missile does the rest. Even if the targeted vehicle is moving, the missile finds its mark.



Infantry

Forward Observer

This is a mini computer equipped with GPS that allows the sniper to retrieve satellite data. While it's equipped, press the fire button to temporarily reveal enemy positions in your area—these appear as red icons on the mini-map. In multiplayer games, this information is relayed to teammates, offering all a brief glimpse of enemy positions. Note that this equipment takes time to recharge after each use.



SNIPER TACTICS

Although popular, the sniper is one of the most difficult kits to master, as stealth and patience are just as important as marksmanship. The rifles provided by this kit are the most powerful and accurate firearms in the game. Nobody is safe from the reach of the sniper rifle, including helicopter pilots. But their power is balanced by the use of tracer rounds, allowing opponents to easily zero in on a sniper's location. This makes constant movement a necessity. When engaging enemies at long range through the scope, the most difficult aspect of scoring a hit is determining how much to lead a moving target. This all depends on the direction and speed of movement. For instance, you need to lead a sprinting target a bit more than one who is just walking. For the most part, this is all guess work. But with practice, you can accurately predict where your bullet and target will converge down range, increasing the likelihood of scoring a hit. But before taking your first shot, you need to find a well-concealed place to hide. To maximize concealment, try to stick to natural settings as much as possible, using bushes, grass, and rocks for cover. In urban environments, seek the cover of building interiors and only take to rooftops if objects are available to hide behind. When sniping, the background is just as important as the foreground, as it reduces the visibility of the sniper's silhouette—a sniper outlined against the blue sky makes an easy target for everyone. The sniper's ability to remain concealed for long periods of time makes this kit useful for reconnaissance. By using their GPS-enabled forward observer device, snipers can briefly reveal nearby enemy locations, appearing as red icons on every teammate's mini-map. Each sniper is also equipped with a laser target designator (or LTD) used to call in air strikes. Only vehicles can be targeted with the designator. If no anti-air weapons are around, try using it against a pesky enemy helicopter.

TIP If you're in a vehicle and you hear a beeping sound, someone is trying to lock onto you. Either maneuver to break the line of sight (this breaks the lock), or locate and eliminate the culprit. If a lock is achieved (listen for the clear tone), bail out and get as far away from the vehicle as possible. However, you may be able to save your vehicle by parking beneath a bridge or driving into a building, as all laser-guided munitions fall from the sky.

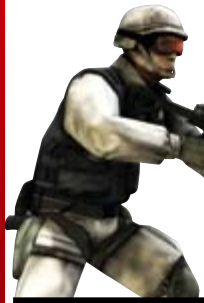
SPECIAL OPS

The special ops soldier is trained in stealth and sabotage. His sub-machine gun and pistol are equipped with silencers. His C4 explosives, however, are not. Special ops also carry knives and stun grenades that temporarily blind nearby soldiers.

SINGLE-PLAYER UPGRADES

<i>Weapon/Equipment</i>	<i>Upgrade Type</i>	<i>Stars</i>
Sub-Machine Gun	45-round clip	13
Sub-Machine Gun	Increased Ammo (225)	70
C4 Explosive	Increased Ammo (6)	101
Sub-Machine Gun	Increased Zoom	126
Stun Grenade	Increased Ammo (5)	190
Sub-Machine Gun	Armor-Piercing Bullets	240

US SPECIAL OPS



US SPECIAL OPS KIT

<i>Weapon/Item</i>	<i>Magazine Capacity</i>	<i>Ammo Count</i>
MP-5N	30	180
M9 (silenced)	15	45
Randall Model 1 Knife	—	—
C4 Explosives	—	4
XM84 Stun Grenade	—	3

Primary Weapon: MP-5N

Damage: Light/Medium

Accuracy: Medium/High

Fire Mode: Full Auto

The MP-5N has a lower range than the M4 and has less stopping power.

It can, however, be quite effective because of its high accuracy. The silencer makes it easier to avoid being detected.



EU SPECIAL OPS

EU SPECIAL OPS KIT

<i>Weapon/Item</i>	<i>Magazine Capacity</i>	<i>Ammo Count</i>
UMP 45	30	180
Glock 17 (silenced)	15	45
Randall Model 1 Knife	—	—
C4 Explosives	—	4
XM84 Stun Grenade	—	3



Primary Weapon: UMP 45

Damage: Light/Medium

Accuracy: Medium/High

Fire Mode: Full Auto

Its compact design and lightweight polymer fabrication make the UMP 45 a popular choice for special forces units around the world. This model is fitted with a silencer, reducing sound and muzzle flash.



CHINESE SPECIAL OPS



CHINESE SPECIAL OPS KIT

<i>Weapon/Item</i>	<i>Magazine Capacity</i>	<i>Ammo Count</i>
Type 85	30	180
QSZ-92 (silenced)	15	45
Type 95 Bayonet	—	—
C4 Explosives	—	4
XM84 Stun Grenade	—	3

Primary Weapon: Type 85

Damage: Light/Medium

Accuracy: Medium/High

Fire Mode: Full Auto

A predecessor of the Type 64 sub-machinegun, the Type 85 is lighter and equipped with an integrated silencer. For greater accuracy, the weapon's sights are calibrated for subsonic ammunition.



MEC SPECIAL OPS

MEC SPECIAL OPS KIT

<i>Weapon/Item</i>	<i>Magazine Capacity</i>	<i>Ammo Count</i>
OTS-02 Kiparis	30	180
Tariq (silenced)	15	45
Kukri	—	—
C4 Explosives	—	4
XM84 Stun Grenade	—	3



Primary Weapon: OTS-02 Kiparis

Damage: Light/Medium

Accuracy: Medium/High

Fire Mode: Full Auto

Developed in the 1990s for the Russian police, the Kiparis features a folding stock and can be fitted with a silencer, making it popular with special ops troops.



SPECIALIZED EQUIPMENT

C4 Explosives

C4 is an extremely powerful explosive charge that can be attached to vehicles and structures. A remote detonator is used to set off the explosive. It is very effective against vehicles or as a booby trap—just make sure you are at a safe distance before you press the detonator, as it has a large blast radius. Plant C4 by pressing the fire button. You can place up to nine charges before detonating. After placing a charge, press reload to switch back and place another. When you are done you automatically switch to the remote detonator, which you trigger by pressing the fire button again. Like mines, C4 can also be detonated with gun fire or explosive splash damage.



XM84 Stun Grenade

This grenade creates a flash of light that temporarily blinds and deafens nearby soldiers. The closer you are to the flash, the more intense the effects are. The blinding effect is greatly reduced if you're facing away from the flash when it detonates. For best results, use at least two grenades to render your opponents blind and deaf.



Infantry

Knife

The knife kills in one hit but can only be used at extremely close range. Unless you're challenged to a knife duel, there aren't too many opportunities to put the knife to use. However, if your opponent is attempting to reload a firearm, try rushing in close for a quick stab. You can also use it when sneaking up behind enemies for a quick, stealthy kill. The concept of a knife fight may sound a bit silly in a game loaded with so many projectile weapons, but it's something you should prepare for. The best way to defend against a knife attack is by strafing left and right while continually facing your opponent. Look for opportunities to strike, then lunge forward to stab, and immediately step back to avoid the inevitable counter-thrust. Depending on the skill of the combatants, knife fights can last anywhere from a couple of seconds to more than a minute. By the way, it's considered bad etiquette to pull out your firearm and shoot your opponent once a knife fight has been initiated—then again, honor isn't one of the stats tracked by the game.



SPECIAL OPS TACTICS

Like the assault kit, the special ops kit is another well-rounded option capable of filling both offensive and defensive roles. The silenced sub-machine guns offered by this kit are a bit more accurate than the assault rifles, but not as powerful. Still, the SMGs make up for their lack of power with rate of fire and stealth. Not only can these weapons unload a solid stream of bullets within a few seconds, but they do so with no muzzle flash and minimal report. Speaking of stealth, the special ops kit is the only one equipped with a knife. Knives are a quick way to dispatch an enemy with one hit. Try sneaking up on unsuspecting snipers or other stationary enemies. Use special ops for sneak attacks and sabotage missions behind enemy lines. By using light jeeps, boats, or helicopters for transport, a small squad of special forces troops can successfully conduct surprise attacks on enemy-held positions, especially if they're lightly defended. On defense, the special ops' C4 can be used to booby-trap control points, bridges, and other areas where opponents are likely to move. Special ops troops also carry stun grenades, capable of temporarily blinding enemy (and friendly) troops. These are best deployed in urban raids,

prior to entering enemy-held buildings. Like other hand-thrown grenades, stun grenades can be banked off walls and other surfaces. For optimal effect, make sure they detonate as close to the target as possible.

TIP The special ops kit is the fastest of the five troop kits. The assault and sniper classes are a bit slower, and the engineer and support classes are the slowest.

SUPPORT

The support soldier doubles as combat troop and medic. He carries a machine gun, fragmentation grenades, and a pistol, and he can call in artillery strikes. He also carries an auto-injector that can boost his own health or the health of teammates.

SINGLE-PLAYER UPGRADES

<i>Weapon/Equipment</i>	<i>Upgrade Type</i>	<i>Stars</i>
Machine Gun	150-round clip	38
Machine Gun	Increased Ammo (300)	139
Auto-Injector	Increased Ammo (5)	158
Mortar Strike	Increased Ammo (2)	209
Mortar Strike	Carpet Bomb	259
Machine Gun	Armor-Piercing Bullets	266

US SUPPORT



US SUPPORT KIT

<i>Weapon/Item</i>	<i>Magazine Capacity</i>	<i>Ammo Count</i>
M249 SAW	100	200
M9	15	45
M61 Frag Grenade	—	3
Auto-Injector	—	3
Mortar Strike	—	1

Primary Weapon: M249 SAW

Damage: Medium

Accuracy:
Low/Medium

Fire Mode:
Full Auto

The M249 Squad Automatic Weapon (SAW) is a heavy machine gun that has a larger clip and more stopping power than the M4 Carbine but can become more inaccurate unless used in a controlled manner.



EU SUPPORT

EU SUPPORT KIT

Weapon/Item	Magazine Capacity	Ammo Count
PKM	100	200
MP-445 Varjag	15	45
M61 Frag Grenade	—	3
Auto-Injector	—	3
Mortar Strike	—	1



Primary Weapon: PKM

Damage: Medium

Accuracy:
Low/Medium

Fire Mode:
Full Auto

The 7.62mm PKM is a 16 kilo machine gun that has amazing firepower but is extremely inaccurate due to its massive recoil. Best results are achieved when firing from a prone, stationary position.



CHINESE SUPPORT

CHINESE SUPPORT KIT

Weapon/Item	Magazine Capacity	Ammo Count
QJY-88	100	200
QSZ-92	15	45
Type 77-1 Frag Grenade	—	3
Auto-Injector	—	3
Mortar Strike	—	1



Primary Weapon: QJY-88

Damage: Medium

Accuracy:
Low/Medium

Fire Mode: Full Auto

The QJY-88 is the PLA's next generation heavy machine gun set to replace other machine guns currently in service.



MEC SUPPORT

MEC SUPPORT KIT

Weapon/Item	Magazine Capacity	Ammo Count
PKM	100	200
Tariq	15	45
RGO-78 Frag Grenade	—	3
Auto-Injector	—	3
Mortar Strike	—	1



Primary Weapon: PKM

Damage: Medium

Accuracy:
Low/Medium

Fire Mode:
Full Auto

The 7.62mm PKM is a 16 kilo machine gun that has amazing firepower but is extremely inaccurate due to its massive recoil. Best results are achieved when firing from a prone, stationary position.



SPECIALIZED EQUIPMENT

Auto-Injector

The auto-injector allows you to heal yourself or comrades. When you press the fire button, the auto-injector fires a round of healing substance into the subject (either you or another player). This causes the subject's health to increase.



Mortar Strike

To call for a mortar strike, target the area where you want the strike and press the fire button. You then receive a radio response confirming your order or telling you that the strike is unavailable (because it is reloading). However, in multiplayer mode, the mortar strike doesn't reload automatically; you must restock it manually.

SUPPORT TACTICS

Laying down suppressive fire has never been easier (or more fun) than with the support kit's machine gun. What these hulking automatic weapons lack in accuracy, they make up for in volume, capable of spraying the battlefield with a sustained

Infantry

barrage of hot lead. For best results, always drop prone before firing these weapons. At the very least, take a knee. Attempting to fire while standing causes these weapons to buck wildly about, usually hitting everything except your target. But accuracy improves dramatically when fired from a stationary prone position. As such, this kit is great for defensive roles, especially when covering narrow chokepoints like streets, alleys, and bridges. Like any automatic weapon, fire in short bursts to keep the weapon on target. Even more firepower can be unleashed with the support kit's mortar strike capability. This works a bit like the sniper's laser target designator, but the support troop can call in mortar strikes on any location on the map. A few seconds after the request is made, several mortar shells rain down on the target area, but with far less precision than the sniper's air strike. Each support soldier only has one mortar strike, but by standing next to an ammo crate, it's possible to call in continuous mortar strikes, one after another. Support troops can also heal themselves and teammates with the auto-injector. Look for teammates with low health, indicated by the green health bar below their name. The auto-injector must be used at point-blank range to heal a teammate.

STANDARD-ISSUE INFANTRY WEAPONS

PISTOLS

SINGLE-PLAYER UPGRADES

Upgrade Type	Stars
23-round clip	6
Increased Ammo (45)	25

M9

Affiliation: US

Damage: Light

Accuracy: Medium

Fire Mode: Semi-Auto

The M9 is a 9mm semiautomatic pistol that carries 15 rounds in the magazine. The reliable pistol is used by military and law enforcement all over the world.



Glock 17

Affiliation: EU

Damage: Light

Accuracy: Medium

Fire Mode: Semi-Auto

This reliable, lightweight 9mm pistol is standard issue for many European armies and police forces.



MP-445 Varjak

Affiliation: EU

Damage: Light

Accuracy: Medium

Fire Mode: Semi-Auto

Carried by the EU sniper, the Varjak is a powerful .40 caliber handgun with a frame constructed of high-grade composite materials.



QSZ-92

Affiliation: China

Damage: Light

Accuracy: Medium

Fire Mode: Semi-Auto

The QSZ-92 is a recoil-operated semiautomatic pistol built for the PLA. It fires 5.8mm ammunition and has 15 shots in a clip.



Tariq

Affiliation: MEC

Damage: Light

Accuracy: Medium

Fire Mode: Semi-Auto

The Tariq is an Iraqi-made 9mm handgun which is a knock-off of the Italian-designed M9 used by US forces.



HAND GRENADES

SINGLE-PLAYER UPGRADES

Upgrade Type	Stars
Increased Ammo (5)	196

Hand grenades can be thrown long distance. Try bouncing them off surfaces for more precise deployment. Hold down the trigger to "cook" the grenade,

allowing the timer to advance before throwing—don't worry, it won't blow up in your face. By "cooking" a grenade, you can cause it to explode in the air, useful for taking out enemies hiding behind low walls or other cover.



STATIONARY WEAPONS

MACHINE GUN

SINGLE-PLAYER UPGRADES

Upgrade Type	Stars
Increased Ammo (1,500)	57

Ammo Count: 1,000

Damage: Heavy

Accuracy: Medium

Fire Mode: Full Auto

In multiplayer games, stationary machine guns are often found at control points, usually configured in a defensive arrangement. There are three types of machine guns affiliated with the different nationalities: the US/EU M2, the Chinese W85, and the MEC Kord. All three weapons function identically and fire 12.7mm (.50 caliber) ammunition. The stability of these weapons greatly enhances their accuracy, making them surprisingly effective at mowing down enemy infantry. With sustained fire, they can even damage tanks. But like any stationary weapon, don't stand behind one for too long unless you want to become the victim of an enemy sniper.



GRENADE LAUNCHER

SINGLE-PLAYER UPGRADES

Upgrade Type	Stars
Increased Ammo (90)	108

Ammo Count: 60

Damage: Heavy (splash damage)

Accuracy: Medium

Fire Mode: Full Auto

These stationary variants are identical to the grenade launchers equipped in the Desert Patrol Vehicle (MK19) and Fast Attack Vehicle (Type 87). Their ability to rapidly fire grenades makes them one



of the deadliest anti-infantry weapons in the game and a great asset for defenders. Before assaulting an enemy-held position, make note of the grenade launchers and move around them.

ANTITANK MISSILE LAUNCHER

SINGLE-PLAYER UPGRADES

Upgrade Type	Stars
Increased Ammo (75)	171

Ammo Count: 50

Damage: Heavy (armor-piercing)

Accuracy: High

Fire Mode: Single-Shot

The stationary AT missile launcher is just like the ones mounted on the BMP-2 and BMD-3 APCs. Although they take a long time to reload, these missiles pack a serious punch, capable of heavily damaging main battle tanks and completely destroying anything else. However, the missiles leave behind a smoke trail, making it easy for enemies to zero in on the operator. For best results, fire a missile and vacate the area before you get hit by retaliatory fire.



STINGER TURRET

SINGLE-PLAYER UPGRADES

Upgrade Type	Stars
Increased Ammo (6)	215

Ammo Count: 4

Damage: Heavy

Accuracy: High (Heat-Seeking)

Fire Mode: Single-Shot

Of all the stationary weapons, the Stingers are the trickiest to master. Since these are heat-seeking anti-aircraft missiles, the seeker head must attain a lock on a heat source before the missile can launch. To do this, hold down the trigger while aiming the launcher at a helicopter. Eventually, white brackets appear around the chopper. Keep holding down the trigger as the brackets constrict, forming a tight red box around the target. At this point, the missile automatically launches and pursues the target. Whether on the ground or in the air, be aware of all Stinger turret locations.



Infantry

BATTLEFIELD ASSETS

COMMAND COMPUTER

Command computers can be found in both the single-player campaign and the multiplayer conquest maps. By interacting with the computer you can call in a devastating artillery strike on any location on the map—the red icons represent the real-time positions of enemy units. Once the strike is initiated, watch from a satellite view as the target area is thoroughly pummeled with multiple shells. This is a fantastic way to wipe out high concentrations of enemy troops. But artillery is far from precise. Make sure friendly units (blue icons) are a safe distance away from the target zone before calling in the strike.



MEDICAL AND AMMO CRATES

Medical and ammo crates are scattered around multiplayer maps, providing all players with health and ammunition. To use a crate, simply stand next to it. The longer you're next to the crate, the more health or ammo you receive. But some of these crates may serve as bait for enemy snipers or special ops troops itching to ambush you with C4—don't let your guard down.



VEHICLES

Like the infantry troop kits, the vehicles in *Battlefield 2: Modern Combat* are tools that must be understood and mastered if you hope to lead your team to victory. This section examines every vehicle, as well as offers some tips on how to get your helicopter into the air without crashing.

CIVILIAN VEHICLES

CAR

Affiliation: None

Speed: Fast

Armor: Light

The car is a nondescript sedan, often found in urban areas. The driver has no access to firepower, but the passenger can hang out the car's sunroof and open fire with his troop kit's selected weapon.



CAR ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Passenger	Troop Kit	—

PICKUP TRUCK

Affiliation: None

Speed: Fast

Armor: Light

Like the car, pickup trucks are likely to be found abandoned in cities and towns. The vehicle has room for one passenger, standing in the truck's bed.



PICKUP TRUCK ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Passenger	Troop Kit	—

CIVILIAN VEHICLE TACTICS

They're not much to look at, but the car and pickup truck offer a quick way to move across the map, especially when no other vehicles are available. Furthermore, they're capable of absorbing a fair amount of small arms fire before eventually exploding. Their expendability also makes them ideal for car bombs. Simply toss a C4 charge on the front of the vehicle and drive it into an enemy tank. Of course, you must bail out before impact. Watch your vehicle crash into the tank, and detonate the explosives immediately following the collision. This inflicts three separate incidents of damage on the enemy tank: the collision, the C4 detonation, and the vehicle explosion. This tried and proven tactic is a favorite of *Battlefield* veterans.

LIGHT JEeps

DESERT PATROL VEHICLE (DPV)

Affiliation: US

Speed: Very Fast

Armor: None

What it lacks in armor it makes up for in agility and firepower. The Desert Patrol Vehicle (DPV) has two gunner positions—one for the grenade launcher and the other for the heavy machine gun. It is not very effective against armored vehicles, but it can help clear out infantry.



DPV ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Gunner 1	MK19 Grenade Launcher	60
Gunner 2	M2 12.7mm Machine Gun	1,000

Vehicles

FAST ATTACK VEHICLE (FAV)

Affiliation: China

Speed: Very Fast

Armor: None

The PLA and MEC operate the Fast Attack Vehicle (FAV) for both airborne and special operations. Developed by a former aircraft manufacturing company, the FAV is known for its rugged construction and light weight, as well as the impressive amount of firepower it can carry into battle.



FAV ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Gunner 1	Type 87 Grenade Launcher	60
Gunner 2	W85 12.7mm Machine Gun	1,000

TIP The heavy machine gun in the FAV can rotate 360 degrees—the DPV's only faces forward. This makes the DPV extremely vulnerable to attacks from the sides and rear.

LIGHT JEEP TACTICS

The light jeeps are the fastest land vehicles in the game, useful for rushing neutral control points at the start of a battle. But their exposed positions can make them a death trap if driven directly into heavy action. Most explosive munitions can destroy these small vehicles in one hit, killing everyone inside. The driver and passengers are also exposed to small arms fire. The light jeep's greatest defensive assets are its speed and off-road capability. To ensure survival, use these vehicles to traverse terrain on a map's periphery, staying away from heated battles near control points. Although the vehicle can attain high speeds on roads, many roads are likely to be used by larger and more deadly vehicles. Instead, stay off-road and out of sight. Such stealthy tactics are effective when staging raids on distant, enemy-held control points.

HEAVY JEEPS

HMMWV HUMVEE

Affiliation: US

Speed: Fast

Armor: Light



The American HMMWV (High Mobility Multipurpose Wheeled Vehicle, or "Humvee") sets the world's standard for light, high-performance military trucks. The Humvee was designed as a multipurpose infantry vehicle for use in all areas of the modern battlefield. It can easily maneuver over trenches and steep slopes or wade through deep water.

HMMWV ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Gunner	M2 12.7mm Machine Gun	1,000
Passenger	Troop Kit	—

EAGLE MTV

Affiliation: EU

Speed: Fast

Armor: Light

The Eagle Military Tactical Vehicle (MTV) shares more than a passing resemblance to the American Humvee—it's built on the same chassis and matches all dimensions with the exception of width. The Eagle is currently in production for the Swiss Army and meets all requirements necessary for 4x4 vehicles involved in UN peace-keeping missions.



EAGLE ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Gunner	M2 12.7mm Machine Gun	1,000

OTOKAR AKREP

Affiliation: MEC

Speed: Fast

Armor: Light

The Turkish-designed Akrep is a highly mobile 4x4 capable of serving in difficult terrain and weather. Its compact size also makes it easy to maneuver within the narrow streets of urban centers. The turret on top of the vehicle can be fitted with various 12.7mm machine gun configurations.



OTOKAR AKREP ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Gunner	Kord 12.7mm Machine Gun	1,000

HEAVY JEEP TACTICS

Although a bit slower than light jeeps, the heavy jeeps benefit from less exposure. The heavy jeep's armor isn't capable of repelling tank rounds or antitank missiles, but it does provide its driver and passengers with limited protection from small arms fire and even the large munitions fired by APC and AA vehicle auto-cannons. Use these vehicles primarily as troop transports, and once on the move, keep moving to avoid falling victim to enemy tanks and aircraft. The roof-mounted heavy machine gun is a decent defensive weapon, capable of easily mowing down infantry. Its ability to rotate 360 degrees also makes it a fine air defense weapon if tasked with defending a control point without any air defenses. Simply turn it skyward and let it rip to punch holes in enemy helicopters. Just be ready to jump out if the chopper attempts to retaliate.

ARMORED PERSONNEL CARRIERS (APCS)

LAV-300

Affiliation: US
Speed: Medium
Armor: Medium

The LAV-300 is an all-weather, all-terrain light armored vehicle capable of quickly moving firepower and troops around the battlefield. Powered by a 275 hp diesel engine, the LAV-300 can reach speeds up to 65 mph. It is fully amphibious and can traverse rivers or lakes—or even operate just offshore during a beach assault.



LAV-300 ARMAMENT

Crew Position	Weapon	Ammo
Driver	90mm Auto-Cannon	500
Gunner	M2 12.7mm Machine Gun	1,000

COMBAT VEHICLE 90

Affiliation: EU
Speed: Medium
Armor: Medium

The Combat Vehicle 90 (or CV 90) is a multi-role vehicle deployed primarily by the Swedish Army. The turret is equipped with the latest target



acquisition technologies, giving the CV 90 the ability to operate effectively in any battlefield condition, day or night.

COMBAT VEHICLE 90 ARMAMENT

Crew Position	Weapon	Ammo
Driver	40mm Auto-Cannon	500
Gunner	M2 12.7mm Machine Gun	1,000

BMD-3

Affiliation: China
Speed: Medium
Armor: Medium

The BMD-3 Airborne Infantry Fighting Vehicle is a much updated version of the BMD-1 and BMD-2. While the chassis has retained the same general shape of its predecessors, the BMD-3's turret is borrowed from the BMP-2. The vehicle is also equipped with a new adjustable suspension system, which provides more cushion during air drops.



BMD-3 ARMAMENT

Crew Position	Weapon	Ammo
Driver	30mm Auto-Cannon	500
Gunner	Antitank Missile	50

BMP-2

Affiliation: MEC
Speed: Medium
Armor: Medium

The Russian BMP-2 initially entered service in the early 1980s. Now the vehicle can be found in armies throughout the world, particularly in the Middle East. Although dated, the BMP-2 is still a formidable combat vehicle on the battlefield, capable of destroying the latest main battle tanks.



BMP-2 ARMAMENT

Crew Position	Weapon	Ammo
Driver	30mm Auto-Cannon	500
Gunner	Antitank Missile	50

Vehicles

APC TACTICS

The APCs are the most versatile vehicles in the game and are armed to the teeth when fully manned. Their auto-cannons rapidly fire small explosive shells, effective against infantry, armored vehicles, and even aircraft. In some models, the passenger riding in the turret can also launch antitank missiles. Although they take a long time to reload, these missiles are an APC's best chance at surviving an encounter with an enemy tank. The US LAV-300 is amphibious. Use this capability to launch surprise attacks on coastal control points or simply flank the enemy. But be aware, the APC is much slower in the water, potentially making it an easy target for enemy aircraft and ground-based missiles. Like tanks, the front armor on APCs is the thickest. During combat, avoid exposing the weaker side and rear armor to enemy fire.

ANTIAIR VEHICLES

M6 BRADLEY LINEBACKER

Affiliation: US/EU

Speed: Slow

Armor: Medium

In the late 1990s, the US Army saw the need for a new short-range air defense system to protect advancing armored units. To provide these units with a mobile defense capable of maintaining their pace, the Army combined the combat-tested M6 Bradley with the proven Stinger anti-aircraft missile system to produce the M6 Bradley Linebacker. The Linebacker is capable of engaging and destroying helicopters and low-flying aircraft. With the help of a sophisticated tracking computer and laser range finder, the Linebacker can fire its missiles while either stationary or on the move.



M6 BRADLEY ARMAMENT

Crew Position	Weapon	Ammo
Driver	25mm Auto-Cannon	2,000
Gunner	Stinger Missile	4

ZSU-23-4 SHILKA

Affiliation: MEC

Speed: Slow

Armor: Medium

The Soviet-designed ZSU-23-4 self-propelled anti-aircraft gun features four liquid-cooled 23mm auto-cannons capable of firing up to 1,000 rounds per minute. This makes the Shilka an intimidating presence on the battlefield whether it's engaging helicopters or ground units.



ZSU-23 ARMAMENT

Crew Position	Weapon	Ammo
Driver	Quad 23mm Auto-Cannons	2,000

AA VEHICLE TACTICS

Despite their rugged-armored appearance, these vehicles aren't intended for toe-to-toe slugfests with enemy tanks. In fact, their armor isn't much different than that found on the APCs. Instead, move them to strategically advantageous locations to shoot down enemy aircraft. The Bradley is equipped with a Stinger Missile battery capable of knocking enemy helicopters out of the sky. Like the fixed Stinger turrets, these missiles must attain a lock on an aircraft before they can successfully track it. The auto-cannons are effective against aircraft too, but they can also shred infantry and light-armored vehicles. AA vehicles aren't very common, so take extra steps to keep them alive and try to hold the control points where they spawn. Before moving out, analyze the team's air defenses and fill in any gaps with the AA vehicle, parking it where it's well protected and out of sight from advancing enemy troops and tanks.

SELF-PROPELLED ARTILLERY

BX-1990

Affiliation: China

Speed: Medium

Armor: Medium



BATTLEFIELD 2

MODERN COMBAT

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The amphibious BK-1990 is a hybrid design combining a WZ-551 chassis and a BK-1970 turret. However, the original APC chassis has been heavily modified, accommodating a second set of wheels for an 8x8 configuration. The vehicle's power pack has also been relocated from the front to the rear.

BK-1990 ARMAMENT

Crew Position	Weapon	Ammo
Driver	105mm Cannon	100
Gunner	W85 12.7mm Machine Gun	1,000
Passenger 1	Troop Kit	—
Passenger 2	Troop Kit	—

AMX-10 (SP ONLY)

Affiliation: MEC

Speed: Medium

Armor:
Medium

The French-produced AMX-10 is an amphibious mechanized infantry support vehicle equipped with a massive 105mm gun. Its speed and mobility make it useful in a variety of roles ranging from assaults to reconnaissance missions. Originally produced for the French Army in 1980, the AMX-10 has since entered service in the armies of Morocco and Qatar.

AMX-10 ARMAMENT

Crew Position	Weapon	Ammo
Driver	105mm Cannon	100
Passenger 1	Troop Kit	—
Passenger 2	Troop Kit	—

SELF-PROPELLED ARTILLERY TACTICS

The self-propelled artillery units offer the speed and mobility of an APC and the firepower of a main battle tank. These vehicles are actually quite rare in the game but can make a significant impact when available. For one, they have the largest crew capacity of any ground vehicle, capable of carrying a driver, and two passengers riding in the exposed rear hatches. This makes them an ideal troop transport. But their large capacity can also be a liability given the vehicle's weak armor. A tank or engineer with a rocket launcher only needs to score one shot on the vehicle's rear armor to destroy it and kill all the passengers inside. Therefore, self-propelled artillery units should be used in supporting and defensive roles.

Try hiding them in areas where they can ambush tanks. These vehicles can't win an even fight with a tank, so it's important they score the first hit.

TIP The US LAV-300 and Chinese BK-1990 are the only two amphibious vehicles in the game.

TANKS

M1A2 ABRAMS

Affiliation: US

Speed: Slow

Armor: Strong

The backbone of the US Military's armored forces, the M1A2 Abrams exemplifies high-tech firepower. Its main armament, a 120mm smoothbore cannon, is capable of firing a variety of rounds. A sophisticated fire control system stabilizes the cannon for accurate shooting on the move while a laser range finder, thermal imaging sight, and a digital ballistics computer give the Abrams a "first shot, first kill" advantage. Protected by an NBC (nuclear, biological, chemical) system and surrounded by steel-encased depleted uranium armor, the M1A2 can operate in nearly any conceivable battlefield environment.

M1A2 ARMAMENT

Crew Position	Weapon	Ammo
Driver	120mm Cannon	100
Gunner	M2 12.7mm Machine Gun	1,000

LEOPARD 2 A5

Affiliation: EU

Speed: Slow

Armor: Strong

The German Leopard 2 was the most advanced main battle tank in the world when it entered service in 1979. As American and Soviet designs improved during the 1980s, the Leopard 2 kept pace with a number of technological and armor upgrades. The A5 variant entered service in 1995, with new steel wheels

Vehicles

and replaceable armor sections for the turret. Interior improvements included an upgraded targeting system and GPS navigation.

LEOPARD 2 A5 ARMAMENT

Crew Position	Weapon	Ammo
Driver	120mm Cannon	100
Gunner	M2 12.7mm Machine Gun	1,000

T-90

Affiliation: EU

Speed: Slow

Armor: Strong

In the early 1990s, the Russian Army began production on a successor to the problematic T-80 tank. Dubbed the T-90, the new tank is a powerful weapon system that combines advanced armaments and equipment. It carries a 125mm main gun capable of firing various projectiles. Most of the T-90 is covered with Explosive Reactive Armor bricks. These bricks detonate upon contact with a warhead, projecting the explosive force away from the tank.



T-90 ARMAMENT

Crew Position	Weapon	Ammo
Driver	125mm Cannon	100
Gunner	M2 12.7mm Machine Gun	1,000

TYPE 98

Affiliation: China

Speed: Slow

Armor: Strong

Developed during the early 1990s, the Type 98 represents the latest in Chinese design and manufacturing. Engineers based its hull on proven Russian and European models and incorporated high technology to maximize its performance. A laser range finder, wind sensor, ballistic computer, and axis stabilization system ensure accurate firing of its 125mm cannon while on the move, and a combination warning/defense system protects the tank from enemy guided weapons.



TYPE 98 ARMAMENT

Crew Position	Weapon	Ammo
Driver	125mm Cannon	100
Gunner	W85 12.7mm Machine Gun	1,000

2S25 TANK DESTROYER

Affiliation: MEC

Speed: Medium

Armor: Medium

The Russian 2S25 is a tracked self-propelled antitank gun. Its 125mm stabilized smoothbore cannon is a slightly modified variant of the main guns installed on the T-80 and T-90. Like many Soviet tanks, the 2S25 is also equipped with an automatic ammunition loader, allowing it to fire six to eight rounds per minute.



2S25 ARMAMENT

Crew Position	Weapon	Ammo
Driver	125mm Cannon	100

TANK TACTICS

Tanks are at the top of the food chain during ground combat, but they're far from invincible. Missiles and rockets fired by infantry, APCs, and helicopters pose a huge threat to a tank's survivability. A tank's side and rear armor is particularly vulnerable. For this reason, always keep the front armor facing a threat. This is particularly important when duking it out with an enemy tank. A tank's driver position offers very poor visibility. Unless a teammate is manning the machine gun up top, consider switching to the external view when driving through city streets. This allows you to spot enemy troops attempting to sneak up on your tank—special ops troops can ruin your day with a couple of C4 charges. If you spot enemy troops around your tank, keep moving and retreat to a safe distance until you can turn the tank's guns on the attackers.

BOATS

SEA ARK STINGER

Affiliation: US

Speed: Fast

Armor: None

The Stinger is a high-speed, 26-foot aluminum boat, ideal for river patrols, as well as amphibious assaults. This model is equipped with a grenade launcher mounted on the bow and an aft-facing heavy machine gun.



STINGER ARMAMENT

Crew Position	Weapon	Ammo
Pilot	—	—
Gunner 1	MK19 Grenade Launcher	60
Gunner 2	M2 12.7mm Machine Gun	1,000

LIGHT PATROL BOAT

Affiliation: China/MEC

Speed: Fast

Armor: None

The light patrol boat's hull is constructed of fiberglass and other composite materials. This makes the craft extremely maneuverable and capable of operating in shallow water. Like the Stinger, this 25-foot boat is also equipped with a grenade launcher and heavy machine gun.



LIGHT PATROL BOAT ARMAMENT

Crew Position	Weapon	Ammo
Pilot	—	—
Gunner 1	Type 87 Grenade Launcher	60
Gunner 2	W85 12.7mm Machine Gun	1,000

BOAT TACTICS

The boats usually spawn next to control points located near rivers and other large bodies of water. Don't let their armament fool you—these aren't heavy assault vehicles. They can easily be destroyed by small arms fire. Even worse, they provide no protection for their occupants. Therefore, try to remain stealthy and out of harm's way when using boats.

It's merely a transport, not a gunboat. Instead of staging frontal assaults, circumvent the enemy's main defenses and launch surprise attacks on rear positions. Both boats can speed through shallow water without running aground, so try to hit the enemies where they least expect it.



FLIGHT SCHOOL

Flying helicopters can be tough to begin with, but with a proper knowledge of the controls, anyone can master flight. There are two different control schemes for helicopters, each of which can be selected in the options menu. For beginners, the type 2 configuration is the easiest to get the hang of. The right analog stick controls the helicopter's rotor speed, as well as its lateral tilt. To make the helicopter gain altitude, press up on the right analog stick, or press down to make it decrease altitude. Moving the right analog stick left and right causes the helicopter to roll, making it move in the direction of the tilt. When in a hover, this causes the helicopter to fly laterally. This input is useful for making tight turns or evading enemy fire when hovering. The left analog stick controls the chopper's pitch and yaw. Press up on the stick to make the helicopter fly forward, and press down to make it fly backward—you don't lose altitude when moving forward, so there's no need to compensate with more rotor speed. The helicopter's heading is largely controlled by moving the left analog stick left and right. This orients the helicopter in the direction you wish to travel or attack.

TIP If you master the ability to hover, you can convert many control points without even landing—just watch out for incoming rockets. A fully loaded transport helicopter can convert any control point within a few seconds.



Now that you know the controls, try flying a chopper. Start by pressing up on the right analog stick to gain altitude. Next, figure out where you're heading and move the left analog stick left and right to point the helicopter at your destination. Once the heading is set, nudge the left analog stick up to begin moving forward. To land, release the left analog stick to come to an automatic hover. Gently descend by lightly pressing the right analog stick down. Always set the chopper down in flat, open spaces. If the rotor strikes anything on the way down, it could seriously damage the helicopter or even cause it to crash. Once you log a little flight time, you'll have no problems flying helicopters. Just make sure you master the controls before hopping online—teammates don't like it when their pilot crashes.

Vehicles

ATTACK HELICOPTERS

AH-6J LITTLE BIRD SCOUT/ATTACK HELICOPTER

Affiliation: US

Speed: Very Fast

Armor: Light

The lightweight AH-6J is a heavily modified commercial helicopter fitted with rocket pods and twin M134 mini-guns mounted along the landing skids. Also known as the Little Bird, the chopper is powered by a single turbine engine and equipped with the latest targeting and navigational systems. Its versatility and maneuverability make the Little Bird valuable in a variety of roles ranging from close air support to reconnaissance.



AH-6J ARMAMENT

Crew Position	Weapon	Ammo
Pilot	70mm FFAR Rockets (Light)	100
Gunner	Dual M134 7.62mm Heavy Mini-Guns	2,000

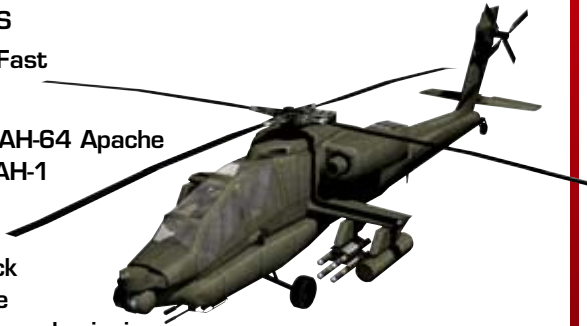
AH-64 APACHE ATTACK HELICOPTER

Affiliation: US

Speed: Very Fast

Armor: Light

In 1984, the AH-64 Apache replaced the AH-1 Cobra as the US Army's principal attack helicopter. The Apache's advanced avionics and integrated helmet display sight system allow the helicopter to operate during day or night, as well as in adverse weather conditions. Primarily designed as a tank killer, the Apache is capable of carrying multiple weapons, including FFAR rockets and Hellfire missiles. The 30mm chain gun, mounted beneath the Apache's nose, is connected to the gunner's helmet and can be aimed by simply looking in the direction of a target.



AH-64 ARMAMENT

Crew Position	Weapon	Ammo
Pilot	70mm FFAR Rockets (Medium)	100
Gunner	30mm Auto-Cannon	500

TIP The Apache's auto-cannon causes splash damage, making it deadly against infantry.

AS-665 TIGER ATTACK HELICOPTER

Affiliation: EU

Speed: Very Fast

Armor: Light

The Tiger is the result of a joint German and French partnership to create a next-generation helicopter with many of the capabilities of the American Apache. After nearly three decades of prolonged development, the Tiger finally entered service in 2002. The multirole helicopter can carry a diverse arsenal of weapons with both air-to-ground and air-to-air capabilities.



AS-665 ARMAMENT

Crew Position	Weapon	Ammo
Pilot	70mm FFAR Rockets (Medium)	100
Gunner	AA-AG Locking Missiles	4

TIP The Tiger's missiles can lock onto both air and ground vehicles. These work just like Stingers or the sniper's laser target designator. Once a lock is achieved, the missile fires and homes-in on the targeted vehicle. The pilot can make the gunner's job easier by keeping the chopper aimed at the target and limiting erratic maneuvers.



ATTACK HELICOPTER TACTICS

The attack helicopters are the most devastating vehicles in the game. But a two-man crew is necessary for each chopper to live up to its deadly potential. The pilot can fire the chopper's unguided rockets, but it's the gunner who benefits from the awesome firepower offered by the auto-cannon. In the Apache and Hind, this cannon is mounted in a turret beneath the chopper's nose and is capable of rotating a little less than 180 degrees. The gunner can use this weapon to rack up dozens of infantry kills, as well as shred light armored vehicles. It can also inflict damage on tanks, but the rockets are a better option for destroying enemy armor. Since the gunner holds a significant amount of the attack chopper's offensive capability, the pilot should busy himself with constantly orienting the helicopter to best deploy the auto-cannon. Try hovering behind trees or just above the crest of a hill in an attempt to stay out of sight. This way, you can quickly drop behind cover if a threat appears. Hovering can be dangerous, but if adequate cover is nearby, a good pilot can quickly use the surroundings to hide from enemy fire. Mastering the pilot and gunner positions of an attack helicopter isn't easy, but an experienced crew can dominate the battlefield. Also, different choppers fire different kinds of FFAR: light, medium, and heavy. The Little Bird, for example, fires light FFARs quickly, while the Hind fires heavy FFARs slowly.

MULTIROLE HELICOPTERS

UH-60 BLACKHAWK ATTACK/TRANSPORT HELICOPTER



Affiliation: US
Speed: Very Fast
Armor: Light

In the early 1970s, the US Army began looking for a new front-line helicopter to replace the aging UH-1 "Huey." Sikorsky was awarded the contract, and the company provided the Army with exactly what it was looking for, a helicopter with expanded troop capacity and cargo lift

capability and increased firepower for close air support. While its armor can tolerate most small arms fire and medium-caliber explosive projectiles, the Blackhawk is also fitted with redundant flight systems in the event it does take damage.

UH-60 ARMAMENT

<i>Crew Position</i>	<i>Weapon</i>	<i>Ammo</i>
Pilot	70mm FFAR Rockets (Heavy)	100
Gunner 1	7.62mm Mini-Gun	1,000
Gunner 2	7.62mm Mini-Gun	1,000
Passenger 1	Troop Kit	—
Passenger 2	Troop Kit	—

WZ-9 ATTACK/TRANSPORT HELICOPTER



Affiliation: China
Speed: Very Fast
Armor: Light

The Chinese WZ-9 is based on a French utility helicopter design and saw limited deployment in the PLA Army Aviation Corps beginning in the 1990s. Unlike the Apache and Tiger, the WZ-9 is not a dedicated attack helicopter, lacking many of the advanced avionics and weapon targeting systems. However, it's still a very capable and versatile helicopter, whether attacking ground targets or transporting troops across the battlefield.

WZ-9 ARMAMENT

<i>Crew Position</i>	<i>Weapon</i>	<i>Ammo</i>
Pilot	70mm FFAR Rockets (Heavy)	100
Gunner 1	7.62mm Mini-Gun	1,000
Gunner 2	7.62mm Mini-Gun	1,000
Passenger 1	Troop Kit	—
Passenger 2	Troop Kit	—

Vehicles

MI-24 HIND ATTACK/TRANSPORT HELICOPTER



Affiliation: MEC

Speed: Very Fast

Armor: Light

The Mi-24 entered service in the early 1970s under the Soviet Air Force. The need for a transport helicopter, as well as a gunship, led to the peculiar but effective design, with many of the inner workings borrowed from the rugged Mi-8. The Hind saw extensive use during the Soviet campaign in Afghanistan and has since been exported to many countries around the world.

MI-24 ARMAMENT

Crew Position	Weapon	Ammo
Pilot	70mm FFAR Rockets (Heavy)	100
Gunner	30mm Auto-Cannon	500
Passenger 1	Troop Kit	—
Passenger 2	Troop Kit	—

MULTIROLE HELICOPTER TACTICS

These helicopters are capable of holding up to five players, making them ideal for quickly transporting entire squads to any spot on the battlefield. They're also the best way to capture neutral control points at the start of a battle. Load up with teammates and fly over each control point. Instead of taking the time to land, troops should simply bail out and parachute to the control point. But the transport helicopter's impressive troop capacity is also a big weakness and may result in a big score for an enemy lucky enough to shoot down a fully occupied chopper. To avoid falling victim to heat-seeking missiles, pilots should fly low and fast, using hills, trees, and buildings for cover.

Flying behind these objects can break a missile lock. If their two mini-guns are manned, the US Blackhawk and Chinese WZ-9 are devastating ground attack weapons platforms. The rapid-firing mini-guns make it possible to mow down infantry (and light vehicles) with ease. The guns should be manned by engineers. This way, if the chopper is damaged, they can switch to a passenger position and conduct repairs with their blowtorch while the helicopter is still airborne.

TIP It's possible to earn kills by slicing enemies with a helicopter's rotor blades.

VEHICLE REPAIRS

You can greatly increase the lifespan of your vehicle by keeping it at full strength. When an engineer's blowtorch isn't handy, search for either a repair station or helipad—look for the green-and-black wrench icon above them. Repair stations are usually found at control points. Park next to one, and your vehicle slowly returns to full health—the vehicle's ammo is also fully restored. Helipads have the same effect, even if you're not in a helicopter. Just park your vehicle on the helipad for a quick fix. Repair stations and helipads can come in handy during combat too. Stay within their repair radius during duels with enemy vehicles to maintain a slight defensive advantage. However, some players may frown on this—it is a bit exploitive. Still, it's a widespread tactic, and you should at least be aware of it.



ALMATY REGION PART 1

IN AND OUT



NATO Briefing:

We've got a unit under heavy fire and trapped in the refinery. Conduct a rapid assault, engage all hostiles, and prep the area for immediate helicopter extraction. Check your gear and move out.

Available Units:

Engineer, Special Ops

Available Vehicles:

T-90 Main Battle Tank

Developer Hints/Tips:

Look to the rooftops for hotswap opportunities. Also look at the refinery for a special hotswap!

Objective 1: Rendezvous with Allied Tanks



The special ops team encounters no resistance at this courtyard drop zone, but the rest of the town is crawling with enemy troops. Keep your eyes peeled once you hit the ground.

As the mission begins, a small group of NATO special ops troops parachutes into the courtyard of a small town—you're in control of one of these operators. When you reach the ground, follow your AI-controlled teammates out of the courtyard and into the adjoining street near the church. At about this

time, an objective marker appears on the mini-map, marking the location of the rendezvous point to the north. Rush toward the objective marker, but be prepared to engage enemy troops in the streets along the way.

As you approach the rendezvous point, two Chinese APCs appear to the east. These vehicles must be destroyed before the NATO tanks roll into town. Quickly locate and hotswap to one of the engineers on the nearby rooftops. Use the rocket launcher to blast the enemy



The rooftop engineers are the only way to destroy the Chinese APCs.

Almaty Region Part 1

APCs. It should take about two hits each, unless you manage to score a hit on their weak rear armor.

TIP There are several explosive barrels scattered along the town's streets. Wait until an enemy is near one, then pump a few rounds into a barrel for an impressive, fiery blast. However, these barrels are also a threat to your team, so avoid standing near them during a firefight. It's best to destroy them as you advance.



Objective 2: Get to the Refinery

Now that the enemy APCs are destroyed, you can head toward the refinery. Keep pushing toward the objective marker by advancing along the street running west.



While advancing toward the refinery, watch for the stranded engineer near the smoke stacks. By hotswapping to the engineer, you can use his rocket launcher to take out the APC blocking the path to the refinery.

Instead of running down the street, consider hotswapping to one of the friendly tanks that just entered the town. The tank's weapons are extremely useful in dealing with the enemy FAVs and WZ-9 patrolling the street ahead. Use the main gun on the FAVs then pepper the enemy chopper with the machine gun. Further down the street, an enemy APC blocks the path to the refinery. There are a couple of ways to deal with this threat. You can simply blast it with your tank, or you can hotswap to the engineer high above the refinery and use his rocket launcher to clear a path.

Objective 3: Hold Location Until Helicopters Arrive



The rooftops of the refinery's buildings are lined with enemy troops. Don't forget to look up to see where all the incoming fire is coming from.

Once the enemy APC is destroyed, your team is tasked with securing the grounds of the refinery so a Blackhawk can land for extraction. As soon as you enter the refinery grounds, several enemy troops descend by parachute to the east. Try to gun them all down before they reach the ground. Next, watch the refinery facility's surrounding rooftops. Pick off the troops on the northern rooftop first, then use the nearby machine gun to mow down the enemies lining the southern rooftop. A Blackhawk lands as soon as the refinery is clear of threats, bringing the mission to an end.

After entering the refinery, turn around to spot these enemy troops parachuting in behind you.



Use the machine gun on the northern side of the refinery to level the enemy troops on the southern rooftop.

RADIO SILENCE



NATO Briefing:

We've gotten our feet wet with a win and rescued our boys in the process! Next up is a Signals Intel mission designed to destroy the enemy's ability to communicate electronically. We'll do it with a rapid raid and the primary asset will be a communications technician who'll arrive at each site via helo. He'll launch a virus on their net and get out. You will make damn sure he stays safe at each site and gets the job done. Crank up and move out.

Available Units:

Assault, Engineer

Available Vehicles:

HMMWV Humvee

Developer Hints/Tips:

Look to the rooftops for hotswap opportunities.

Use the engineers to repair the Humvees.

Objective 1: Defend Upload Site 1



Take up the Humvee's gunner position to rack up the most points possible. Your AI-controlled teammates can handle the driving.

are killed, the mission ends in failure. The countdown timer on the right side of the screen indicates how much time the technician needs before the virus upload is complete.

Your assault team begins the mission with two Humvees. Hop in the nearest vehicle and switch to the gunner's position—your AI teammate automatically drives, following the lead Humvee to the first communications site. As the Humvees come to a stop, make note of the communications site on the northern side of the road. If all allied troops

He needs 2:00 minutes at site 1, 1:40 minutes at site 2, and 2:00 minutes at site 3.

Not long after you arrive, Chinese troops approach from the western and eastern ends of the street. Fortunately, the Humvees' machine guns are capable of mowing down any opposition, but you still need to stay on your toes.

Immediately open fire on the enemy troops but avoid hitting your own team. Hotswap between the two Humvees to stay close to the action. While suppressing the enemy attack, keep an eye on the mini-map and watch for Chinese troops sneaking



Total chaos erupts at the first objective point, with enemy troops approaching from all directions. Stick with the Humvee gunner position to dish out the most damage.

Almaty Region Part 1

through the alleys on the northern and southern sides of the street. Most importantly, watch the rooftops for enemies with rocket launchers—one appears on the rooftop to the south. If the Humvees are destroyed by rocket attacks, the subsequent objectives become much more difficult. With only a few seconds remaining, a Chinese FAV approaches from the east. Destroy this vehicle with heavy machine gun fire (or rockets from the engineers) before it can inflict any damage on your team.

Continually scan the rooftops for enemy troops. Some are armed with rocket launchers capable of destroying the Humvees. If necessary, switch to an assault soldier to get a better angle.



Objective 2: Defend Upload Site 2



Drive one of the Humvees into the courtyard and park it near the communications site's door.

Once the first virus is implanted, you must proceed to the next communications site, located in the courtyard to the south. If you're not in a Humvee already, catch a ride or simply run to the new location. Make sure the gunner position is manned by a teammate and exit the vehicle. As the technician's timer begins, a fresh wave of Chinese troops enters the courtyard. Parking the Humvee near the door is a good way to repel most of the attackers approaching from the south, but you need to cover the narrow alleys to the east and west, preferably with an assault soldier. Also keep an eye on the rooftop to the south to prevent rocket attacks on the Humvee. When it's necessary to reload your assault rifle, duck into the communications site for cover. As usual, watch the mini-map closely to easily locate new enemy contacts and eliminate them before they get too close to the doorway. Near the end, an enemy Eagle MTV enters the courtyard. Use the Allied engineer on the roof to take it out. Then hold out until the technician's mission is complete.



Stay near the communication site's door and pick off enemy troops sneaking through the alleys to the east and west while the Humvee's gunner covers the southern approach.

Objective 3: Defend Upload Site 3



The grenade launcher works well against tight clusters of enemy infantry.

The third communications site is on the same street as the first one. From the courtyard, head south toward the objective marker. Located on a street corner, this building comes under attack from all directions. Once again, it's best to stay on foot to quickly respond to the flood of Chinese

troops rushing to this location. Fortunately, the two cars parked in front of the site's door provide excellent cover. As in the previous site, pick an assault soldier and use his assault rifle to repel the attacks. Retreat into the building or crouch behind one of the cars when it's time to reload. Don't forget to peek around the corner and scan the adjacent street to the north too. Failing to monitor this street may result in a point-blank range encounter. Later on, an enemy FAV appears at the end of this street. One direct hit from the rocket launcher is enough to take it out. In addition, use the Allied troops on the church roof to take out enemy engineers on the opposite block. An enemy helicopter arrives partway through—use the Allied engineer on the target building's roof to deal with it.

Earn a medal by destroying the enemy FAV to the north with one grenade.



Objective 4: Proceed to Airfield

As soon as the last virus is uploaded, make a hasty retreat to the airfield. To avoid enemies, rush down the street to the west. Find an alley on the north side of the street to exit the town. The airfield is located on the other side of a small hill. Move next to the objective marker to end the mission.

You must reach this small airfield on the northern side of the town to complete the mission.



HEADSHOT



NATO Briefing:

That raid on their communications network must have hurt because the enemy is resorting to dirty tactics. Special operators tell us that hostile snipers have got shoot points all over the school and their primary target will be negotiators. Counter sniper mission follows: eliminate all hostile shooters, clear the access route. None of their shooters survive. Clear? Get it done.

Available Units:

Sniper

Available Vehicles:

None

Developer Hints/Tips:

Use the forward observer unit if you lose sight of the enemy snipers.

Concentrate on killing the enemy troops to defend the school and avoid/hide from the enemy helicopter.

Almaty Region Part 1

Objective: Eliminate All Hostiles



Avoid scanning for enemies through the scope. Always locate your enemies first before zooming in.

Your team consists of three snipers deployed in a triangular formation on different rooftops in the center of the town. As soon as the mission begins, you have a clear shot at a couple of enemy snipers on the rooftops to the south. Locate their positions, zoom in, and squeeze off a couple of rounds. If you're an excellent sniper, locate the Chinese WZ-9 moving in from the east. Zoom in on the cockpit as the chopper approaches and fire multiple rounds at the pilot. Killing the pilot causes the helicopter to crash. At the very least, shoot the chopper's gunner before picking off any other snipers. If you're not a great sniper, ignore the WZ-9. It won't kill you and could waste time.



To kill the WZ-9's pilot, wait until the chopper is flying directly toward you. The gunner can be killed by firing at the helicopter's starboard side. Eliminating the gunner is just as effective as killing the pilot.

Once the chopper is down, hotswap to your sniper on the rooftop to the west. He can take out three more snipers to the south—one on a balcony and two on the rooftop. Eliminating these three snipers triggers a small squad of enemy troops to parachute onto the hill to the north. Locate your third sniper on the low rooftop to the north and hotswap to his position. If you're quick, you can eliminate a couple of enemies before they hit the ground. The rightmost enemy hides behind a wall; shoot the nearby explosive barrel to kill him. Finish off the hilltop enemies, then turn west to pick off three more snipers on the nearby rooftop. Two more enemies can be found in the windows of the building to the east. Listen for the radio contact of an enemy on the school's roof and turn to the south to gun him down before he can open fire.

Hotswap to the eastern sniper position to deal with more threats to the south. Watch for enemies on the rooftops across the street. An FAV also approaches from the west. Shoot the vehicle's gunner first, then pick off the driver. Hotswap between the eastern and

western sniper positions to locate and neutralize the next wave of enemy troops, including some moving along the ground to the south.



Some enemy troops at street level can be tough to spot from the rooftops. Consider using the forward observer device to highlight their positions on your mini-map.

A couple of accurate shots from your sniper rifle is the quickest way to eliminate this threat.



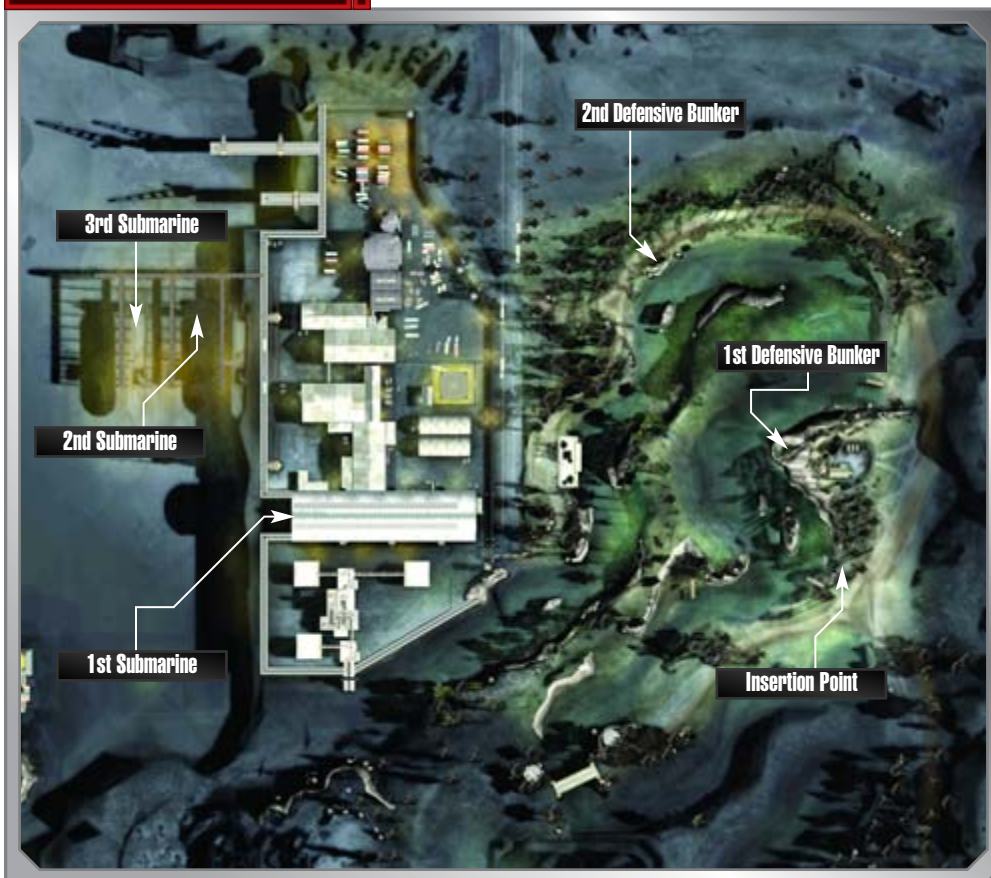
As the mission nears completion, more Chinese troops attempt to rush your sniper positions. Hotswap between all three snipers to pick off as many enemy soldiers as possible, then prepare for some close-quarter fighting. Your northern and eastern snipers face the biggest threat if enemy troops rush up the steps of their respective buildings. Take control of the western sniper and help your teammates fight off these attacks. Cover the rooftop access points and blast the attackers as soon as they come into view. When this attack fails, the enemy resorts to more drastic measures, revealed in the closing cutscene.



Your snipers must support each other when the enemy attempts to storm the rooftops. If you encounter enemies at close range, switch to your pistol and aim for the enemy's head.

MANGYSTAU REGION PART 1

SUBMERGED



Chinese Briefing:

Our enemy begins by shooting those who come in defense of peace, and now they attack our defensive cordon. Three fast attack submarines armed with cruise missiles have docked in the NATO anchorage. The enemy controls river traffic from strong defensive positions, which you need to disable before locating the submarine pens and destroying the vessels. Proceed and bring honor to us all.

Available Units:

Assault, Engineer

Available Vehicles:

HMMWV Humvee, Sea Ark Stinger, Light Patrol Boat

Developer Hints/Tips:

While parachuting into the first bunker, glide straight onto the first bunker while using the grenade launcher.

Steal the Humvee.

At the sub base, the gate to the south is a tad easier than the one to the north.

When you've planted your explosive on the sub inside the pen, don't run back along its length to the steps—jump into the water on your right, there's some steps just opposite. You'll get away much quicker.

Objective 1: Destroy First Defensive Bunker



Use your time in the parachute harness to lob grenades on the enemies below. Eliminating these threats from the air makes the assault on the first bunker much easier.

Your team begins the mission high above the target area, drifting down in parachutes. Instead of waiting until you reach the ground, start lobbing grenades at the enemy troops below with the grenade launcher. Pay particular

attention to the NATO troops gathered around the nearby defensive bunker. Eliminate as many enemies as possible before touching down. (Or, if you prefer to engage them on the ground, close your parachute and re-open it at the last minute to get to the action more quickly.) Once on the ground, hotswap to a friendly soldier closer to the defensive bunker to the northwest. Rush into the bunker and gun down any remaining enemies inside. Plant a charge on the western interior wall of the bunker and rush toward the church to the east before it explodes.

Mangystau Region Part 1



These yellow-and-black, rectangular boxes indicate where explosives must be placed and can be found on each of the bunkers and submarines.



Before hopping in the Humvee, watch for an enemy Sea Ark Stinger cruising along the river. Blast its occupants with your assault rifle, sink the boat with a well-placed grenade, or hotswap to the engineer and use the rocket launcher.

As soon as the counterattack dies down, move or hotswap to the north to locate a Humvee near the river bank. An unoccupied Sea Ark Stinger patrol boat is also available nearby, but the Humvee is the best choice for advancing on the second bunker. Drive the Humvee along the dirt road leading toward the next objective marker. Switch to the Humvee's gunner position as soon as the bunker comes

into view and open fire on the enemy troops gathered around it. Watch for more troops advancing through the trees to the west. Rush inside the second bunker, plant the charge, and return to the Humvee.

Objective 2: Destroy Second Defensive Bunker

Be prepared for the NATO counterattack after you destroy the first bunker. Take control of one of the machine guns near the church to score some serious points.



Before the first bunker is destroyed, hotswap to a teammate to the east. Search for a low sandbag wall on the eastern side of the church and take up a position behind one of the mounted machine guns. When the first bunker explodes, NATO reinforcements appear to the northeast. Use the machine gun to mow them down, as well as any Humvees that attempt to break through.



Use the Humvee's machine gun to clear the area around the second bunker before placing the charge.



Objective 3: Destroy First Submarine



The front gate of the submarine base is crawling with enemy troops. Once again, the Humvee's machine gun is the best way to deal with these threats.

The NATO submarine base is located just west of the second bunker. Drive west until you can see the base's front gate. Immediately hop into the gunner position and open fire on the enemy troops guarding the front gate—don't forget the troops in the guard towers. Watch for enemy Humvees approaching from the north and south too. Once the gate is clear, drive into the base and veer north. Weave past the numerous containers and other objects until you can drive west, toward the docks. Two submarines are located on the docks to the west. Use the Humvee's machine gun to take out any NATO soldiers in the area, including any manning the machine guns on the submarines' bow.



The sub pen is a potential death trap. Scan the catwalks above, as well as the surrounding walkways, for enemy troops before rushing toward the submarine.

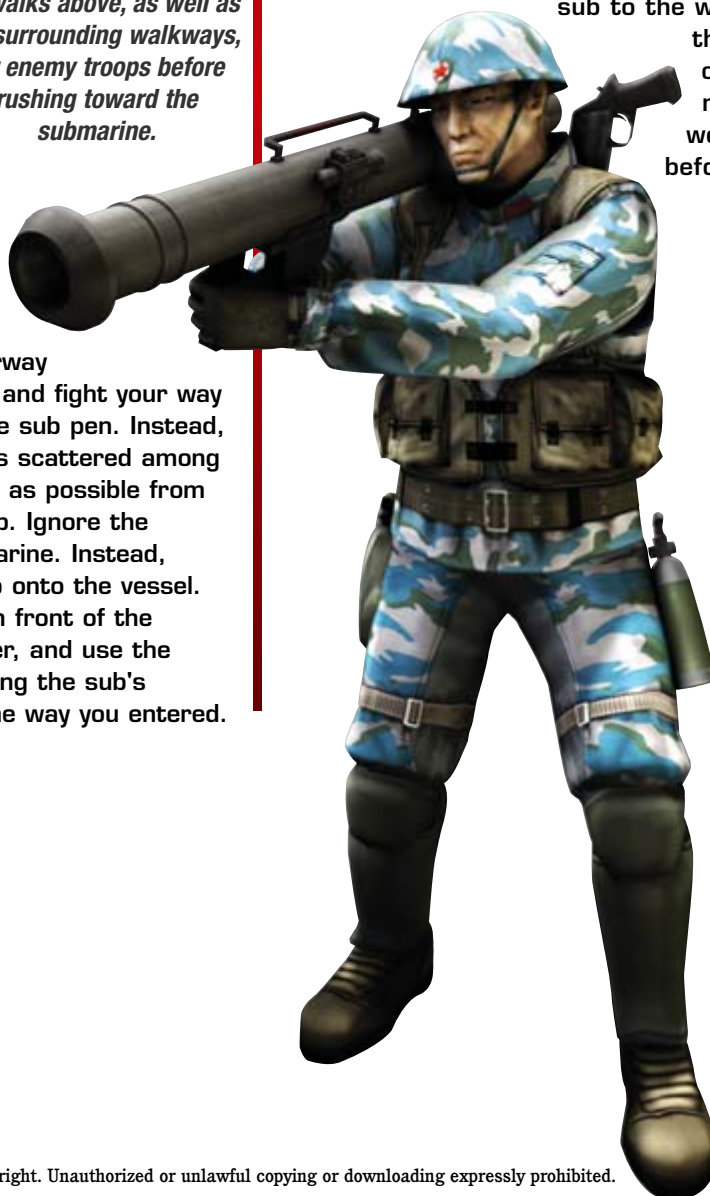
Instead of attacking the western submarines first, focus on the lone sub in the pen to the south. The huge, warehouse-like structure housing the first sub can be entered through a doorway to the south. Leave the Humvee behind and fight your way past the guards. Don't charge inside the sub pen. Instead, sidestep inside to spot the NATO guards scattered among the catwalks. Eliminate as many guards as possible from the entranceway, then approach the sub. Ignore the elaborate catwalks leading to the submarine. Instead, simply jump into the water and climb up onto the vessel. Plant a charge on top of the sub, just in front of the conning tower. Jump back into the water, and use the nearby steps to access the walkway along the sub's northern side. Exit the sub pen the same way you entered.

Objective 4/5: Destroy 2nd and 3rd Submarines



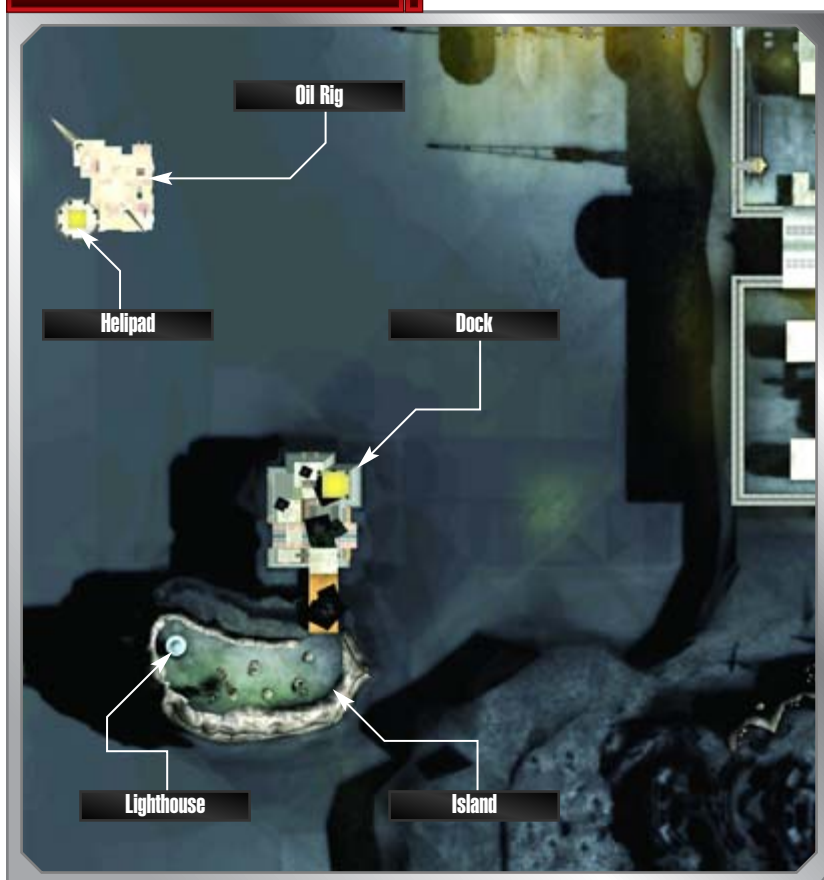
You can save some time by swimming to the two western submarines. Just make sure all surrounding threats are eliminated before taking the plunge.

Back outside, more friendly troops have arrived to assist in the mission. Hotswap to any teammate close to the western subs. Fight off any troops on or around the subs, then hotswap to the Allied troop on the farthest walkway, or to the Allied patrol boat. Plant a charge on the second sub, then start swimming for the last sub to the west. Upon reaching the third sub, place the charge, then use the metal walkway to the west to reach safety before it detonates.



Mangystau Region Part 1

METAL ISLAND



Chinese Briefing:

With the enemy submarines destroyed, the battle for the sea could go either way and it is a battle we must win. In response to our victory, NATO forces are moving on our oil platform and island position at site four. You will defend that platform and island at all costs. You have your mission. Proceed with it.

Available Units:

Assault, Engineer

Available Vehicles:

Light Patrol Boat

Developer Hints/Tips:

Use Stinger Missile sites against helicopter attacks.

Use machine guns to take out enemy boats before they reach their docking points and unload troops.

Hotswap into parachute reinforcements to give you a clear vantage point over targets on the ground (you can even be a hotshot and try to take out enemy helicopters as you glide to the ground!).

Objective 1: Defend the Oil Rig

One carefully-aimed shot is all it takes to eliminate a paratrooper with the engineer's shotgun. But consider swapping to assault troops when engaging enemy troops who land on the rig.



In this mission, you must defend two key areas from attack by NATO troops. The first wave of attackers consists solely of paratroopers dropped just above the oil rig. For best results, stick with the engineer on the rig's helipad, as the shotgun is ideal for knocking the paratroopers out of the sky. As soon as the enemies appear, open fire with the shotgun and try to eliminate all of them before they touch down on the rig. If some enemy troops make it onto the rig, use the mini-map to locate their positions. In some instances, you can't see the enemy troops on the rig, so hotswap to other teammates to engage the enemies.

Objective 2: Defend the Island

Use the mini-map to quickly locate enemies on the dock. If you're not careful, paratroopers can drop in behind you and shoot you in the back.



As soon as the first attack on the rig is defeated, NATO paratroopers appear above the island and the docks to the southeast. Immediately hotswap to one of the soldiers on the dock or the one on the island's lighthouse. Once again, open fire on the enemy paratroopers as they drift down, preferably using the engineer stationed on the dock. If necessary, hotswap to the assault soldier in the lighthouse to pick off enemy paratroopers assaulting the island.

Objective 3: Defend the Oil Rig



The quickest way to down an enemy chopper is with the Stinger turret on the rig's helipad. Hold down the trigger while keeping the target centered to attain a missile lock—this is indicated by brackets appearing around the chopper. Once a lock is achieved, a missile automatically launches toward the target.

enough to knock the chopper out of the sky, but the Blackhawk can also be downed with the various mounted machine guns found on the rig. The NATO troops also attempt to attack by sea, using a Sea Ark Stinger. Use the mini-map to locate this boat and try to blast it with the engineer's rocket launcher. Alternately, the assault troops can also use their assault rifles to inflict heavy damage on the boat and crew. If the boat isn't destroyed, it docks on the northern side of the rig—be prepared for this assault by hotswapping to troops positioned in this area.

Objective 4: Defend All Areas

Make use of the friendly light patrol boats to hunt down the approaching enemy vessels. The bow-mounted grenade launcher dishes out some serious damage.



Following the island attack, more NATO paratroopers attempt a second assault on the oil rig. Quickly hotswap back to the oil rig, finding the engineer on the helipad. Using the shotgun, pick off the new wave of paratroopers. Glance at the mini-map to locate enemy troops who made it onto the rig and quickly hunt them down by hotswapping to other teammates. After the paratroopers are eliminated, a NATO Blackhawk approaches the rig. If necessary, hotswap back to the engineer on the helipad and use the Stinger turret to target the enemy chopper. Carefully track the Blackhawk through the Stinger's sights until a lock is achieved. One missile is

The next attack wave occurs simultaneously against the oil rig and the island. Start by hotswapping to the island docks to eliminate another round of paratroopers. While engaging the paratroopers, head to the elevated platform on the north end of the docks, where a Stinger turret is located. Once the enemy troops are down, man the Stinger turret and use it to down the Blackhawk. Hotswap back to the oil rig and engage a second Blackhawk using either the machine guns or the Stinger turret on the helipad. Next, locate a friendly light patrol boat below and hotswap to the driver's position. Chase down and engage any NATO Sea Ark Stingers harassing the rig or island docks—be careful not to drive the boat out of bounds.

TIP The command computer on the oil rig's helipad can be used to call in an artillery strike. There's also a second command computer inside the small concrete room about halfway along the promontory. If the island or dock area is overwhelmed by enemy troops, consider sanitizing it with a massive artillery barrage.



Objective 5: Defeat the Counterattack

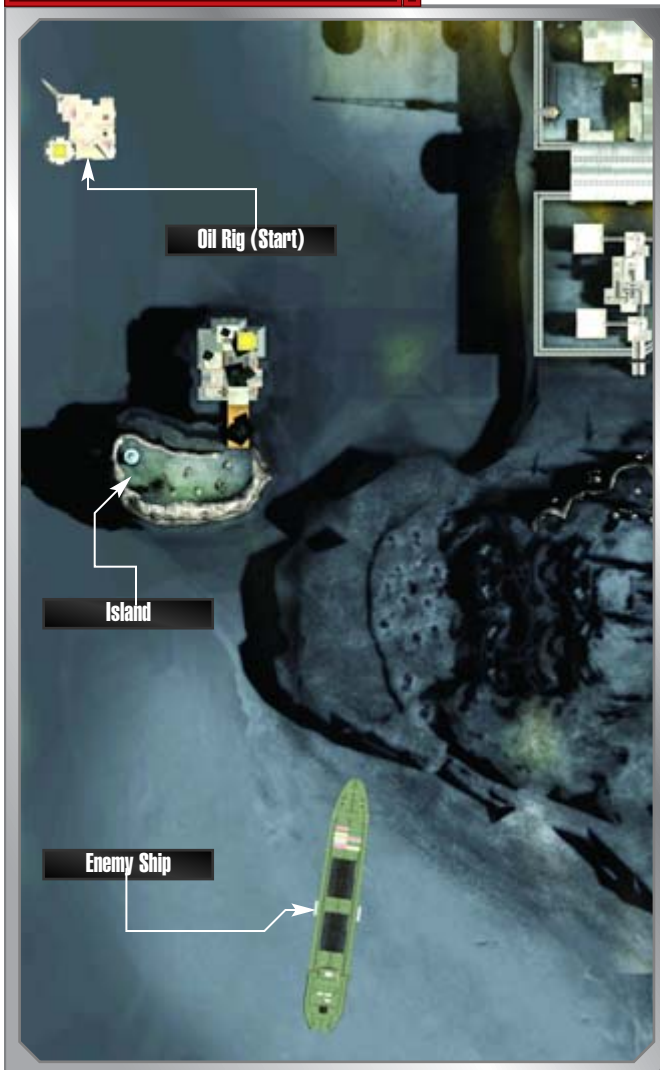


Use the Stinger turrets once more to eliminate the Blackhawks attacking the rig and the island.

As a last-ditch effort, NATO forces attempt to defeat your team with Blackhawks. Hotswap to the island docks first and blast one of the choppers using the Stinger turret. Engage two more Blackhawks from the oil rig, using either the Stinger turret or the machine guns. Defeating this aerial assault completes the mission.

Mangystau Region Part 1

HEAVY TONNAGE



Chinese Briefing:

We have stopped the enemy from destroying Kazakhstan's oil infrastructure for the moment, but we have much work still to do. We have an unidentified, deep-draft vessel inbound toward our oil platform from the south. You will conduct an aerial reconnaissance to determine the ship's origins and intentions. If she's neutral, pull off and report. If she's anything else, she's hostile and you will defend yourself accordingly.

Available Units:

Assault

Available Vehicles:

WZ-9 Attack Helicopter

Developer Hints/Tips:

Do all you can to retain an active helicopter; don't spend long on deck if you can help it.

Grenades can destroy the cargo but aren't as quick as helicopter rockets.

Steer clear of either end of the ship—anti-aircraft fire will get you. If you hear that lock on beeping, it's best to bail out.

There's a grenade launcher on the ship's superstructure.

Objective 1: Destroy the Patrol Boats



There are a total of four patrol boats which must be destroyed before the attack on the cargo ship can commence. Stay relatively low and blast the boats at close range.

This is the first mission requiring you to fly a helicopter, in this case a Chinese WZ-9 attack chopper. Fortunately, the first task is fairly routine, allowing you to get comfortable with the controls before things get too hairy. As instructed, fly toward the objective marker, where the unknown vessel is located. You're joined by a second chopper piloted by an AI-controlled teammate. Several NATO patrol boats appear to be escorting the large cargo ship. You must destroy these Sea Ark Stinger patrol boats using the WZ-9's rockets before attacking the cargo ship. Use the mini-map to track the locations of the boats and hunt them down one at a time—also check where the other WZ-9 is, to avoid midair collisions. You don't need to score a direct hit to destroy these boats. Simply blasting the water next to them is enough to inflict heavy damage.

Objective 2: Destroy Cargo Doors



Locate friendly assault troops on the ship's deck and hotswap to their positions. Place charges on the cargo doors to destroy them.

When all of the enemy patrol boats are destroyed, you must turn your attention to the cargo ship—and you only have seven minutes to destroy it, indicated by the timer on the right side of the screen. First, the two cargo doors on top of the ship must be destroyed. But these doors can't be blasted open with the WZ-9. They must be destroyed with explosive charges placed by assault troops. While flying along the ship, watch for friendly assault troops parachuting onto it. Hotswap to one of your teammates dropping near the superstructure. While parachuting down, scan the ship's deck for enemies and open fire as needed. On the deck, race toward the southern side of the southernmost cargo door to locate the yellow-and-black box, where an explosive charge can be placed. Plant the charge and race north, toward the next cargo door. Place the next charge on the northern side of

the cargo door. Make sure the area is clear of enemies before planting the charge. After planting the last charge, race to the bow of the ship and gun down any NATO troops manning the Stinger turret—this poses a serious threat to your choppers.



The fighting on the ship's deck is intense. If necessary, use the mounted machine guns to gain the upper hand. The one on the ship's superstructure has a great view of the whole deck.

Objective 3: Destroy the Cargo



Concentrate your fire on the ship's two cargo holds. Damaging these areas is the only way to sink the ship.

Once the cargo doors are blown wide open by your explosives, hotswap back to one of the WZ-9s and begin pounding the two cargo holds with rockets.

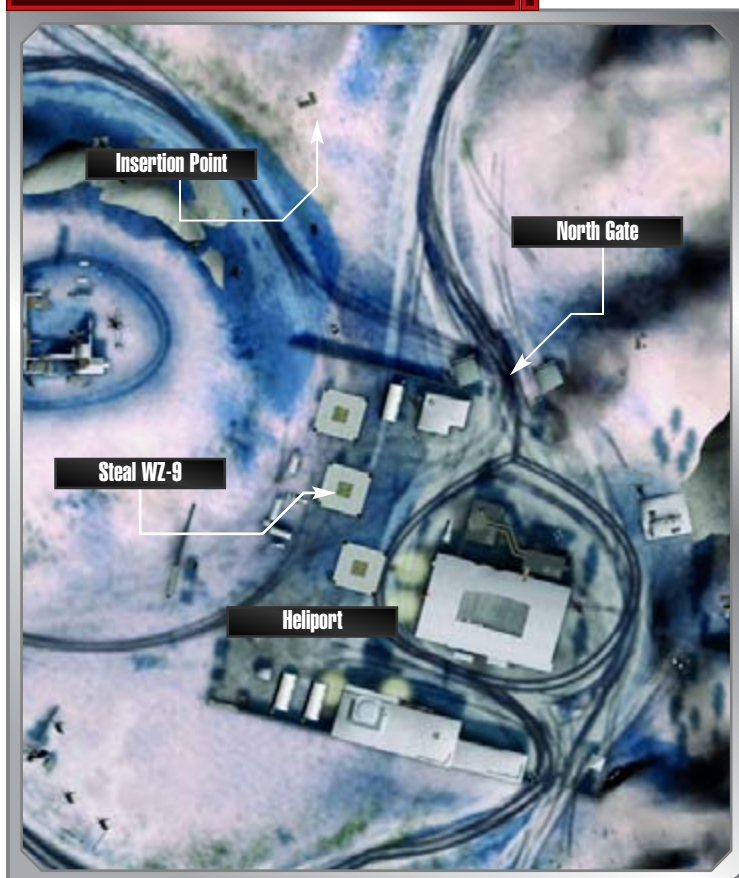
While making passes at the ship, try to avoid hitting friendly troops still fighting it out on the deck. Also, keep an eye on the bow of the ship and blast enemy troops who

approach the Stinger turret. Continue strafing the ship with rockets until both cargo holds are destroyed, sinking the ship and completing the mission.



ALMATY REGION PART 2

AIR TRAFFIC CONTROL



NATO Briefing:

The Chinese have had a string of victories lately, but that ends now. Fresh up from targeting civilian transports, Chinese assault teams have taken our helicopter support base and the forward arming and refueling point adjacent to the north road. Conduct an assault with fast attack vehicles, engage all hostiles, and secure the airstrip for follow-on operations. We need that support base back, gentlemen. Check your gear and move out.

Available Units:

Assault, Engineer,
Sniper, Support

Available Vehicles:

HMMWV Humvee, Combat Vehicle 90

Developer Hints/Tips:

Kill the Fast Attack Vehicles as soon as you can or they'll take out your tanks and Humvees.

Use the Humvee's machine gun to take on the helicopters.

Snipers can shoot chopper pilots (if they are very good).

There is a Stinger turret at the base of the control tower (if you're desperate).

Objective 1: Capture the Heliport



Use the sniper to take down the machine gunners and guards posted around the heliport's front gate.

toward the gate. Quickly target and eliminate a few more enemies gathered around the gate until the sniper rifle's magazine is dry. Watch for the Humvees approaching the

You begin this mission as a sniper overlooking the heliport to the south. Immediately zoom in on the two guard posts flanking the base's main gate. Pick off the two enemy soldiers manning the machine guns. If they're not taken out quickly they can inflict heavy damage on the Humvees rushing

base's gate and hotswap to a driver position.

TIP At the beginning of the mission, trying rushing the closest WZ-9 sitting on the heliport and either gun or run down the soldier rushing toward it—don't let him get in the chopper! Pull up right alongside the WZ-9 and hop out of the Humvee and jump inside the chopper. Take off as quickly as possible and turn south to engage the second WZ-9, also taking off. Fire a volley of rockets at the enemy chopper until it explodes. Having achieved air superiority, taking control of the heliport is easy.



Drive the Humvee south toward the control tower. A Stinger turret is located on the eastern side of this tower. Immediately jump out of the Humvee and climb the steps up to the control tower—the Stinger turret is marked on the mini-map. Take control of the Stinger turret and shoot down the WZ-9s swarming over the heliport. You must destroy these quickly to save your Humvees and APCs. When the enemy choppers are down, engage enemy FAVs rushing into the base from the south and north. The Humvee's machineguns are the best way to destroy these threats.



The Stinger turret near the control tower is the quickest way to shoot down the enemy choppers.

There are also several enemy troops on the heliport grounds, some equipped with deadly rocket launchers. Use the mini-map to locate enemy troops and down them before they can score critical hits against your team's vehicles. There are three Allied snipers surrounding the heliport: one on the control tower, one on the southwestern guard tower, and one on the hill to the west. Hotswap between these snipers to pick off enemy troops. If you're a good shot, you can even pick off the drivers/gunners of the FAVs or the WZ-9 pilots.



The three Allied snipers surrounding the heliport are perfect for eliminating enemy troops as well as FAV drivers and gunners. Hotswap between these three snipers to cover the heliport grounds.



Objective 2: Defend Against Counterattack

The Chinese forces won't give up the heliport easily. Once your NATO troops have gained control, the enemy launches an immediate counter-attack, led by three WZ-9s speeding in from the west. Make your way back to the Stinger turret and quickly down the incoming choppers. Friendly Humvees below can help out by firing their machine guns at the enemy WZ-9s. Concentrate on one enemy chopper at a time until all three are destroyed.



The Combat Vehicle 90's missile launcher is the best weapon to use against the Chinese BMD-3s. Try to hit their side or rear armor for quick kills.

During the next attack wave, the Chinese attack with ground vehicles. Keep an eye on the mini-map and quickly respond to the approaching vehicles. Watch for BMD-3s and FAVs trickling in from the south and east. Hotswap to one of the Combat Vehicle 90s and use its auto-cannon and missile launcher to engage the onslaught of enemy vehicles. In a pinch, the machine guns on the Humvees can also be used to defend the heliport—their machine guns can penetrate the armor of the BMD-3s! The final column of enemy vehicles advances along the road to the west. Use the Combat Vehicle 90s and Humvees and destroy the Chinese attackers to complete the mission.

TIP If you lose too many Humvees, an Allied assault and support troop will parachute onto the hangar roof as reinforcements. Enemy FAVs can be hit with grenades from the hangar roof.

Almaty Region Part 2

CATCHING FLAK



NATO Briefing:

We've got our base back, which nicely sets us up for an air reconnaissance and electronic surveillance mission with you in the primary aircraft. You have four objectives to cover as marked on the aerals and on your TAC map. We have no intel on Triple-A air threats but the mission is vital to follow-on operations. Coordinate with the aircrew and lift off.

Available Units:

Assault, Sniper

Available Vehicles:

UH-60 Blackhawk,
AH-6J Little Bird

Developer Hints/Tips:

Clear out the recon areas with your Little Birds before you recon in the Blackhawk.

If you lose your Blackhawk, it's mission over.

Objective 1: Recon the Village



Although the Blackhawk is not equipped with weapons, you're not alone on this mission. Hotswap to the Little Birds when you need offensive capability.

During this reconnaissance mission, you must pilot an unarmed Blackhawk over four separate hostile locations. Fortunately, you have backup in the form of AH-6J Little Birds. Start off by hopping into the Blackhawk sitting on the helipad. As soon as the rotors pick up speed, take off and fly over the town, heading southwest toward the village. Before reaching the village, locate a Little Bird and hotswap to its pilot. Fly over the village with the Little Bird and take out the enemy troops using rockets. Some of these soldiers are equipped with rocket launchers, so

avoid stopping or hovering. Make as many passes as necessary until the village is clear of hostiles. Next, check the mini-map and look for enemy WZ-9s in the area. Immediately attack and destroy the enemy choppers before they can damage the Blackhawk. Once the area is clear of threats, hotswap back to the Blackhawk and approach the village. At each recon location, the Blackhawk must remain within a tight radius near the objective marker for 13 seconds. If the Blackhawk drifts too far away, the recon task must start over. If the village is clear of enemies, the Blackhawk can simply hover over the objective marker to complete this objective.

Once the Blackhawk is near an objective marker, a countdown timer appears on the right side of the screen. The chopper must remain within close proximity of each recon site for 13 seconds.



Objective 2: Recon the Ravine



At the ravine, use either the Little Birds or the two snipers on the bridge to clear out enemy infantry prior to the recon task.

From the village, head southeast to the next recon site: the ravine. To complete this task, the Blackhawk must hover in the ravine, just east of the large bridge. Before entering this potentially hazardous position, conduct a few flybys of the site with a Little Bird and blast any Chinese troops lining the ravine walls. You can also hotswap to the friendly snipers posted on the bridge to eliminate the threats in this area. When it's clear, take control of the Blackhawk and carefully descend toward the objective marker, near the base of the bridge. Try to maintain a solid hover for the full 13 seconds. Avoid drifting too much during the hover to keep from smashing into the ravine walls or the bridge.

Objective 3: Recon the Pumping Station



The forest next to the pumping station is crawling with enemy infantry. Use the Little Bird's rockets to thin their ranks.

Following the completion of the ravine objective, take control of a Little Bird and fly east toward the pumping station. This site is swarming with enemy troops, many of them armed with rocket launchers. Immediately open fire on the enemies below, but be careful not to hit a few friendly assault troops on the ground near the pumping station. Concentrate your fire on the enemy infantry in the forest. If necessary, hotswap to one of the assault troops on the ground to engage enemy soldiers closer to the pumping station. But you must use the Little Bird to take out the two APCs on the hill to the east. When the ground is clear, scan the skies (and your mini-map) for another WZ-9. Blast it out of the sky with a volley of rockets, then hotswap back to the Blackhawk for the recon sweep of the pumping station. If the Little Bird succeeded in eliminating all of the threats, simply hover above the pumping station until the recon task is complete. But be on the watch for more enemy choppers. If one appears on the mini-map during the recon operation, begin circling around the pumping station while randomly climbing and diving to avoid incoming rocket volleys.

While performing recon over the pumping station, keep an eye on the mini-map for incoming WZ-9s. Prepare to take evasive action if necessary—if the Blackhawk is destroyed, the mission is a failure.



Objective 4: Recon the Mid Ground



The stiffest enemy resistance is found at the mid ground. Blast the enemy ground units first, then attack the WZ-9s loitering nearby.

The mid ground recon point is located on a hill to the northwest of the pumping station. Hotswap to a Little Bird pilot and attack the various enemy troops and vehicles clustered around and inside the ruins of an old stone building. The enemy firepower on the ground is impressive, so avoid stopping or hovering. Instead, make high-speed strafing runs. After neutralizing the threats on the ground, turn your attention to the pair of WZ-9s. Rush toward the enemy choppers and blast them with rockets at close range. Finally, hotswap to the Blackhawk and hover over the ruins to complete the recon mission.

Objective 5: Return to Base

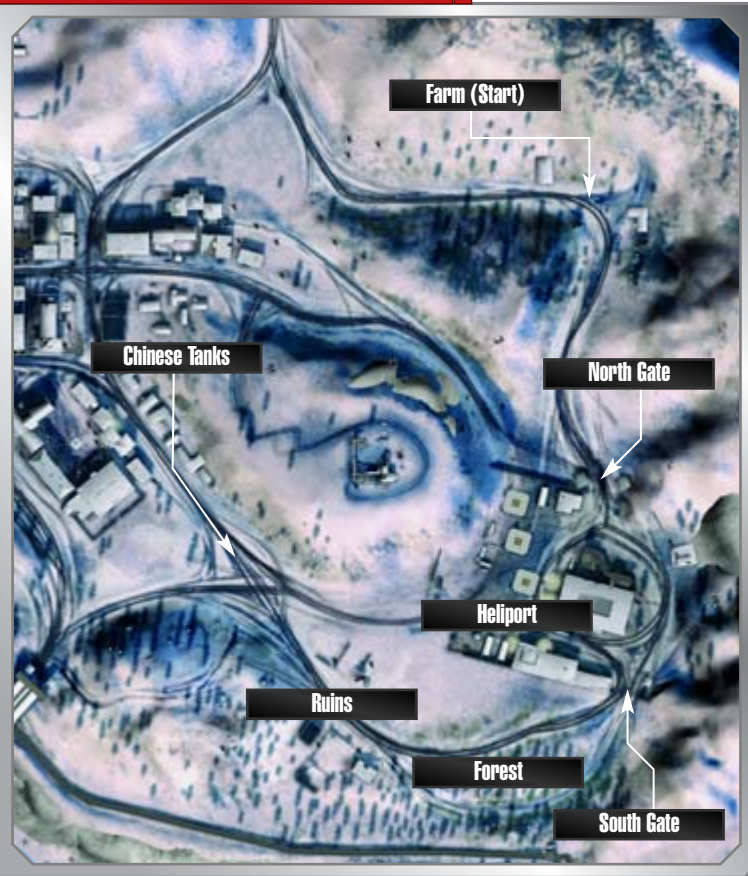


Before attempting to land the Blackhawk, use Little Birds to clear out the helipad and surrounding areas.

Since the beginning of the mission, several Chinese troops have moved in on the small heliport from which you took off earlier. Before approaching the heliport with the Blackhawk, conduct a few strafing runs with a Little Bird. Even after clearing the helipad, stay in the Little Bird a bit longer and watch for more enemies moving in on the small base. When the heliport is finally clear of threats, hotswap to the Blackhawk and land on the helipad to end the mission.

Almaty Region Part 2

ROLLING THUNDER



NATO Briefing:

Now we're really cookin'! We have a support base and intel on the surrounding area. You are now designated the Combined Armor Assault Team for this command. Conduct an attack on Chinese heavy tank units located on or around the crest of that hill to the west of our position. This will be tank on tank but we expect them to have heavy air support on call so you'll need to complete your mission before their birds show up. Seize and hold that high ground.

Available Units:

Engineer

Available Vehicles:

T-90 Main Battle Tank,
Leopard 2A5 Main Battle Tank

Developer Hints/Tips:

To cut down on the rocket launcher reload time, hotswap back and forth between troops to maximize your fire power.

Make use of the high ground when using engineers against the enemy tanks.

Get the mission done quickly unless you want trouble from the sky.

Make use of the engineers' repairing skills.

Objective 1: Destroy the Forces at the Farm

CAUTION Exercise extreme caution when firing the tanks' weapons around friendly troops. Using the main gun or turret-mounted machine gun can lead to friendly fire incidents.



While it may seem ideal to hop in the nearby tanks to repel the Chinese attack, using their weapons in close proximity to friendly troops can lead to massive friendly fire incidents—something that will hurt your score significantly. Instead, hotswap to one of the engineers at the south end of the farm and immediately begin blasting enemy troops with the shotgun. Take cover along the wooden fence and pick off the enemies as they emerge from the nearby

forest. A few Type 98s will eventually rumble down the road too. Stay low and equip the engineer's rocket launcher. Instead of firing at the enemy tank's thick front armor, wait till you can get a solid shot on the weaker side armor. Swap between the shotgun and rocket launcher until all enemy troops and tanks are eliminated.



The engineers are more than capable of dealing with the infantry and armor assault on the farm. Use their shotguns to blast enemy troops and their rocket launchers to destroy the tanks.

Objective 2: Repair Allied Tanks



The engineer's blowtorch is an extremely valuable piece of equipment in this mission. Use it frequently to keep your tank at full strength.

Following the chaotic battle at the farm, you must conduct repairs on the two tanks. Hop out of your tank and equip the blowtorch. At close range, aim the blowtorch at the damaged tanks and pull the trigger to conduct repairs. The green progress bar just above the blowtorch's reticule indicates how damaged the tank is. You must completely repair both tanks before proceeding with the mission.

TIP If you haven't already, call for one of the engineers on foot to hop in your tank and man the machine gun. This way, you can concentrate on targeting tanks while he guards the tank's flanks from infantry attacks.



Objective 3: Destroy Forces Attacking Heliport

Surprise the enemy tanks by blasting their side armor as they advance on the heliport's north gate. Keep your distance to avoid close-quarter exchanges.



Just south of the farm is the heliport your forces captured earlier. The Chinese forces are still trying to

take it back, this time with a mixed infantry and armor assault. Jump back in your tank and drive along the road leading south. At the crest of a hill, you spot a few Chinese Type 98 tanks rushing toward the heliport's north gate. Try to score side and rear shots on the enemy tanks to destroy them quickly. Watch the mini-map for infantry too, approaching from the east and west. If you don't have a machine gunner on board, take control of your tank's machine gun yourself and mow down the advancing infantry. But also keep an eye out for more enemy tanks advancing from the west. Maintain your position on the slight hill and flank the enemy tanks as they rush toward the heliport's gate. When the attack on the heliport's north side is over, hop out of your tank and conduct repairs.



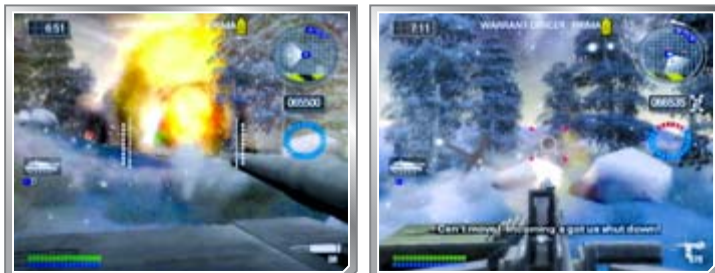
At the next objective marker to the south, you must stop a second attack on the heliport. Drive your tank through the heliport's northern gate and take up a position near the south gate. By the time you arrive, at least one Chinese tank has breached the southern gate. Destroy the enemy tank and immediately reinforce the south gate by parking your tank in front of it. More enemy tanks and infantry approach from the south. Hold your position at the heliport's south gate so the surrounding friendly engineers can support you with their shotguns, rocket launchers, and the mounted machine guns. Switch between your machine gun and main gun to defeat the

Assist the engineers at the south gate in repelling another armor attack. The engineers on the wall and guard tower can use their rocket launchers to weaken the enemy tanks.

mixed infantry and tank assault.

Almaty Region Part 2

Objective 4: Take out Forces at the Ruins



An ambush is triggered after you destroy the roadblock in the forest. Use your tank's machine gun to repel the attack.

After repelling the attack on the heliport, you can finally go on the offensive. Repair your tank, then drive toward the objective marker in the forest to the southwest. A barrier blocks the road as it turns west. Fire a couple of shells from the main gun at the makeshift barrier to clear a path. But shortly after destroying the barrier, your tank is ambushed by Chinese infantry. Quickly switch to the tank's machine gun position and open fire on the attackers to the sides and rear.



Three Chinese tanks sit on the hill near the ruins. Open fire quickly before they can retaliate. If your tank is heavily damaged, exit and engage the enemy tanks with your rocket launcher or hotswap to a backup tank.

Continue to the next objective marker on the hill to the northwest. If necessary, stop and repair your tank before approaching the ruins. Be prepared for an intense battle as your tank traverses the crest of the hill. Immediately locate the two tanks to the west and open fire. Hold your ground and destroy one enemy tank at a time. Next, turn your turret north to engage another Chinese Type 98. When all three enemy tanks are destroyed, mop up the infantry hiding amongst the ruins—don't let them score any hits on your tank with their rockets.

Objective 5: Destroy the Heavy Chinese Tanks

The road to the last objective marker is mined. Use the tank's main gun to clear a path.



Victory at the ruins results in a new objective. Make repairs on your tank and cautiously proceed toward the next objective marker to the northwest. After descending the hill, scan the road ahead for mines. These are sphere-shaped, explosive devices with small spines sticking out of them—don't run them over with your tank. Instead, open fire on them with the main gun to clear a path to the objective marker. While you're inching toward the marker, enemy troops attack from the hills to the north and west. Man the tank's machine gun and mow down these attackers before they can fire their rockets.



There's no safe way to outflank the advancing enemy tanks. Simply hold your ground and pound away at their front armor until they explode.

When the infantry attack dies down, keep pushing toward the objective marker until a column of three Chinese tanks shows up to the northwest, emerging from the town. Instead of trying to maneuver in the minefield, hold your ground and engage the Type 98s as they charge toward you. Distance is your biggest advantage here, so open fire as soon as the tanks come into view, making sure each shot counts. Most of the incoming tank rounds overshoot your tank and land to the side, so remain calm and keep pumping out shell after shell until all three tanks are destroyed.

BURNING BRIDGES



NATO Briefing:

That's metal that won't be getting in our way again! Okay, listen up—we're expanding our control in the area and you'll now carry out a fixed-position demolition raid on this bridge.

Hostile units estimated at company strength are dug into defensive positions on both sides of the structure. Don't try to hold the bridge. Drop it into the water and take up positions on the far side. Use your C4 on the load-bearing support beams. Any hostile forces you neutralize are a bonus; the bridge is your primary objective.

Available Units:

Sniper, Special Ops

Available Vehicles:

None

Developer Hints/Tips:

Hotswap to the sniper in the building at the start to unleash his little boxes of tools on the floor behind him.

Objectives 1-4: Place Four Charges on Bridge

Use the two snipers on the eastern and western hills overlooking the bridge to pick off machine gunners. If these positions aren't neutralized, the assaulting special ops troops will face certain death.



You begin the mission as a special ops soldier. Follow your teammates toward the bridge located to the south. As the bridge comes into view, the enemy troops open fire. Turn to the southwest and hotswap to the sniper positioned on the nearby hill. Drop prone and zoom in on the stationary machine gun positions first. Eliminating the machine gunners greatly improves the special ops soldiers' chance of survival. Empty the sniper rifle's magazine at other targets of opportunity, then hotswap back to a special ops soldier near the bridge. A south-facing machine gun is located near the bridge. Take control of it to blast any remaining troops, as well as a heavy jeep that rushes in from the north.

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Don't pass up the opportunity to use the various machine guns scattered across the bridge. Just make sure they're facing the right way.



take control of one of the machine guns and blast the pilot position—killing the pilot causes it to crash. But it's entirely possible to ignore the WZ-9 and continue to the fourth bridge support to plant the last charge.

Although speed is important, don't get careless. Sidestep around obstacles like this bus and be ready to engage enemy troops. Keep a fresh clip loaded at all times.



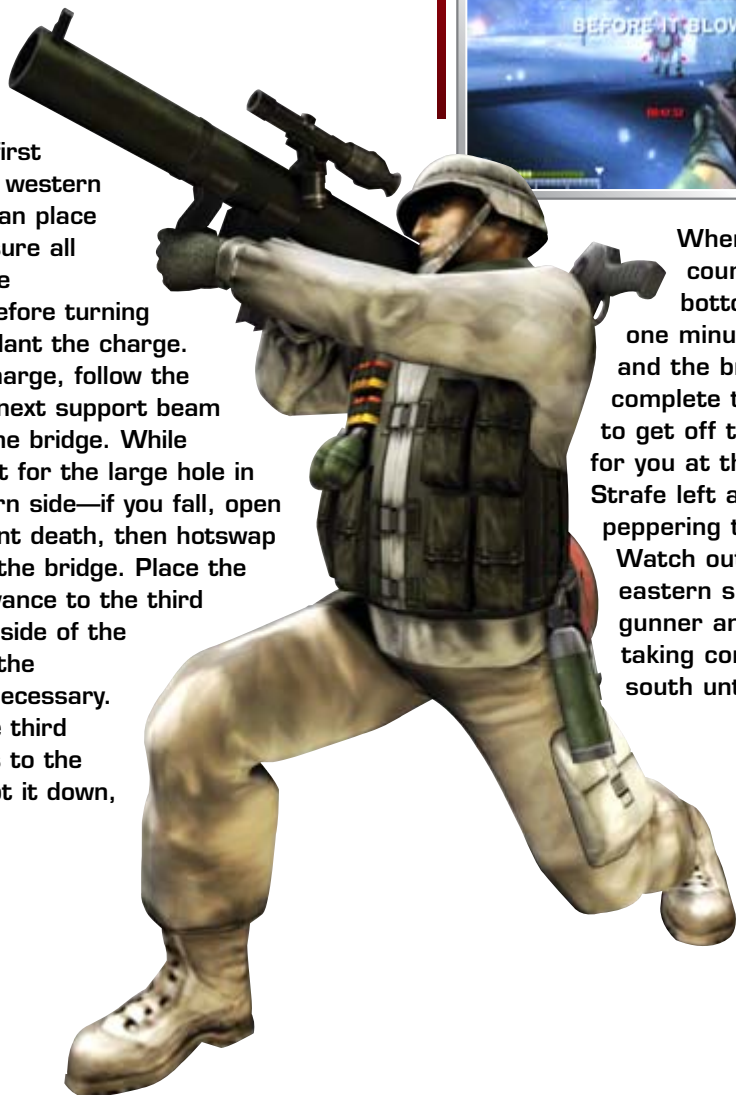
It takes a few seconds to place each charge. Neutralize all nearby threats before turning your attention away from the firefight.

Objective 5: Get off the Bridge



Make an aggressive push to cross the bridge once all four charges are placed. You only have one minute before the bridge topples.

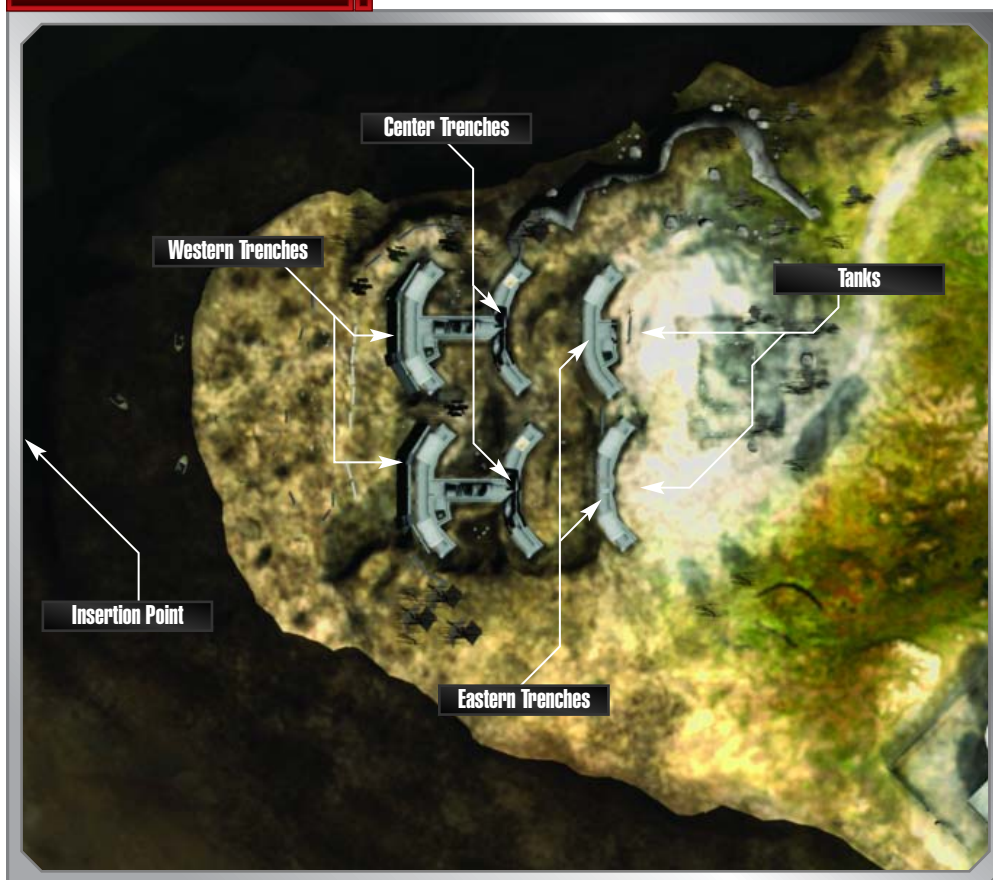
Once on the bridge, advance along the span using cover and stationary weapons to your advantage. At the first objective marker, on the western side of the bridge, you can place the first charge. Make sure all enemies to the south are eliminated or engaged before turning toward the support to plant the charge. After placing the first charge, follow the objective marker to the next support beam on the eastern side of the bridge. While rushing south, watch out for the large hole in the bridge on the western side—if you fall, open your parachute to prevent death, then hotswap to a teammate back on the bridge. Place the second charge, then advance to the third support on the western side of the bridge, using cover and the stationary weapons as necessary. Soon after you place the third charge, a WZ-9 appears to the east. If you wish to shoot it down,



When all four charges are placed, a countdown timer appears at the bottom of the screen—you have exactly one minute before the explosives detonate and the bridge collapses into the ravine. To complete the mission, you must rush south to get off the bridge. More enemy troops wait for you at the opposite end of the bridge. Strafe left and right to evade their shots while peppering them with your submachine gun. Watch out for a machine gun position on the eastern side of the bridge. Pick off the gunner and prevent other enemies from taking control of the gun. Keep moving south until the mission comes to an end.

MANGYSTAU REGION PART 2

BEACH PARTY



Chinese Briefing:

When you see the enemy destroy the people's only escape route, you understand why we have to fight. We have an enemy mechanized infantry unit holding on the high ground. On order, you will conduct an amphibious assault, fight your way up, and take that hill. All hostile positions and assets will be destroyed—and remember, the high ground is a critical over watch position.

Available Units:

Engineer, Support

Available Vehicles:

Light Patrol Boat

Developer Hints/Tips:

On reaching the first trench, you unlock a sniper on the beach.

Keep your eyes peeled and you can use him to help clear out the trenches.

You will not death swap into an engineer, so be sure to hotswap to get the advantage when you reach the top of the hill.

On the top of the hill, enemy units continue to rush in to reinforce the tanks. This is a great time to raise your score. Continually hotswap between units and take out some enemy troops before you destroy the tanks.

Objective 1: Assault the Beach



Whatever you do, don't charge toward the enemy fortifications. Find some cover and pick off the enemy machine gunners before even trying to cross the beach.

You begin this Chinese assault in a light patrol boat traveling east toward the NATO-held fortifications on the beach. The forward-facing grenade launcher on the boat can be used to take out several mines on the way in, but it lacks the range to pound the enemies dug in on the cliff. There are three lines of concrete

reinforced trenches to the east, covered by two tanks on the hill above. You must fight your way up the hill and assault these tanks at close range to complete the mission. As soon as the boat reaches the beach, hop out and head toward the nearest crater. Drop prone in the crater and scan the closest line of fortifications to the east for enemies, focusing first on the machine guns cutting down your teammates. Watch for muzzle flashes and tracers to zero in on their positions, then open up with an automatic burst of your own. It's imperative that these machine gun positions are silenced before you attempt to cross the beach.

Mangystau Region Part 2

Objective 2: Destroy the Heavy Tanks



Trench combat takes place at extremely close range. Be careful not to shoot your own teammates during the close-quarter confusion.

As return fire from the first line of fortifications dwindles, begin moving to the northeast corner of the beach, either by running or hotswapping to friendly troops already in the area. A path runs along the northeastern side of the beach, allowing you to infiltrate the first trench. Before moving into the trench, make sure you're controlling a support soldier. Rush into the trench from the northern side and hose down any resistance with a steady stream of automatic fire. Stay in the trench and head south, ignoring the first set of steps heading east—this path is blocked. Instead, continue south across an open area until entering another trench. Be prepared to engage another group of enemies at close range, then turn east to ascend an open set of stairs leading to the next trench.

CAUTION The tanks above can hit the southern staircase connecting the western and center trenches. Don't linger in this area for too long.



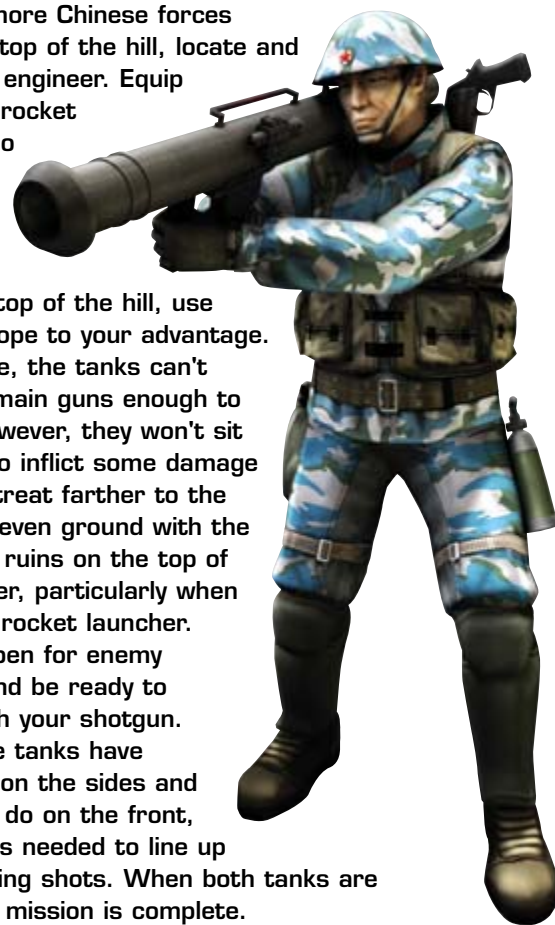
Upon entering the center trench line, neutralize any nearby enemies, then head southeast. Watch for more machine gunners above in the next trench line to the east. Blast these gunners and exit the center trench to climb the hill to the east. Flank the eastern trench from the south, wiping out any troops focused on targeting your teammates. This clears the path for more of your forces to ascend the hill for the assault on the two tanks.

From the center trench, quickly blast the machine gunners positioned in the eastern trench farther up the hill.



By staying on the hill's western slope, you can pound away at the northern tank without facing retaliation—its guns can't tilt low enough to fire back.

As more and more Chinese forces journey to the top of the hill, locate and hotswap to an engineer. Equip the engineer's rocket launcher and go tank hunting. Instead of rushing up onto the flat terrain at the top of the hill, use the western slope to your advantage. From this angle, the tanks can't depress their main guns enough to target you. However, they won't sit still for long, so inflict some damage before they retreat farther to the east. Once on even ground with the tanks, use the ruins on the top of the hill for cover, particularly when reloading your rocket launcher. Keep an eye open for enemy infantry too, and be ready to blast them with your shotgun. Remember, the tanks have weaker armor on the sides and rear than they do on the front, so maneuver as needed to line up some hard-hitting shots. When both tanks are destroyed, the mission is complete.



Duck in and out of the ruins on top of the hill when engaging the southern tank. Try to hit the tank's weak side or rear armor to maximize the damage of each shot.



BIG BANG



Chinese Briefing:

Everything is escalating quickly, soldier, and you must keep pace.

Your mission is a raid on a refinery which enemy forces are using to produce chemicals for their aggression in this area. You will deny them this vital asset by destroying the refinery with demolitions. Your access route will require tactical water crossing at the river. Speed, aggression, and complete destruction are all key. Move immediately into the attack.

Available Units:

Assault, Engineer

Available Vehicles:

Type 98 Main Battle Tank

Developer Hints/Tips:

Lie prone when planting explosives; you're much safer in this position.

Keep your tanks close by; they'll cover you when you're planting explosives.

Objective 1: Battle to the Refinery



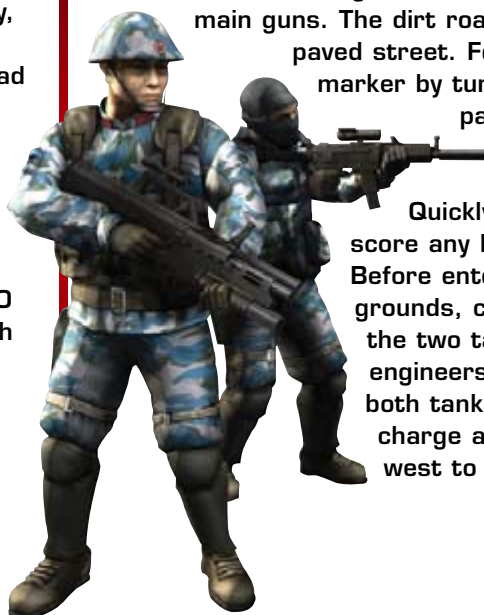
Try to engage the enemy tank guarding the bridge while you're still behind the cover of the forest's trees.

tanks. Keep moving and open fire on the enemy troops—if you remain still, they'll have an easy time

The raid begins to the north of the refinery, led by two Type 98 tanks. Follow the lead tank to the south, traveling along the dirt road running through the forest. As the tanks enter the forest, several NATO troops equipped with rocket launchers converge on your

nailing you with their rockets. Your machine gunner in the top of the turret can handle most of the nearby threats, so target more distant enemies with the main guns. The dirt road eventually intersects a paved street. Follow the objective marker by turning west onto the paved road. Just ahead is a bridge guarded by an enemy tank.

Quickly open fire before it can score any hits on your tanks. Before entering the refinery grounds, conduct any repairs on the two tanks, using one of the engineers' blowtorches. When both tanks are at full strength, charge across the bridge to the west to begin the assault.



Mangystau Region Part 2

Objective 2: Place First Charge



Demolition charges must be placed at the top of each storage container. Before planting a charge, make sure the surrounding area is clear of enemy troops.

To destroy the refinery, charges must be placed on the six sphere-shaped storage containers. The first container is located just south of the refinery's entrance near the bridge. Drive your tank along the western side of the container and pause for a few seconds until enemy troops come into view to the south and west. Blast a few with the tank's main gun while the machine gunner takes care of the rest. Quickly exit the tank and charge up the steps leading to the top of the first storage container. Plant the charge on top of the storage container, then hop off the adjoining catwalk and parachute to your tank below, where your machine gunner is still holding off the enemy troops.

NOTE The charges can be placed in any order. For speed and ease, however, take a clockwise approach around the refinery.

Objective 3: Place Second Charge

The next storage container is located to the south, on the far side of the nearby cylindrical tanks. Hop in your tank and drive south, blasting enemy infantry as you go. Once again, hold near the western side of the storage tank and watch for more enemies approaching from the south and west. When there's a lull in the hostilities, jump out of your tank and climb the nearby steps to access the top of the storage container. Plant the second charge, and parachute down to your tank.



TIP The Type 98 tanks are the key to successfully completing this mission. Without their armor and firepower, you're likely to be overwhelmed by the refinery's defenders. Therefore, keep your tanks at full strength by frequently repairing them with an engineer's blowtorch.



Objective 4: Place Third Charge

Use the steps on the southeastern side of the western structure to access the third storage container.



Drive your tank along the refinery's western fence line until you spot the next storage container. This one is located at the southwestern end of the refinery's western structure. Turn north to enter the alley in between the two refinery structures and locate a set of steps to the west. Before exiting the tank, sweep the surrounding area for enemy troops—some may be advancing beneath the structures to the east and west. When it's relatively clear, exit the tank and rush toward the steps leading up to the third container. Navigate your way through the various catwalks, following the objective marker toward the storage container. Place the third charge and return to your tank below.

TIP Before manually charging up to each storage container, look around for a teammate that is closer and hotswap to his position. In many cases, friendly troops are already positioned on the refinery's two main structures.

Objective 5: Place Fourth Charge

Circle around the western side of the facility during your approach to the next storage container, located to the far west.



The three remaining storage containers are located on the western side of the facility. In an effort to clear out as many enemy troops as possible, drive south and then cut west, staying along the refinery's perimeter. Keep an eye on your mini-map to locate new threats, and act quickly to eliminate them. Weave around the various obstacles on the western side of the refinery while heading to the storage container positioned between two large, cylindrical tanks. Park your tank along the south side, and scan for enemies to the south and east before hopping out. As you did with the first and second charges, simply climb the nearby steps to reach the top of the storage container. Once the charge is in place, hop down to your tank

Objective 6: Place Fifth Charge



Never let your guard down while charging toward the storage containers. Enemy troops are all over the place, including above and below you.

Next, locate the fifth storage container on the northern end of the refinery's western structure. Simply drive your tank south until you're next to the set of steps on the northwestern side of the structure. As with the third charge, you need to climb a few sets of stairs and wind through several catwalks before you can access the top of this storage tank. While moving, watch for enemy troops firing at you from the ground. Instead of stopping to return fire, keep moving toward the storage tank. If necessary, strafe left and right to avoid getting hit while planting the charge. Once it's placed, watch out for a couple of enemy soldiers attempting to flank you to the east. Deal with them, then return to your tank.

Objective 7: Place Sixth Charge

If you find yourself on the wrong catwalk above a storage container, just jump down to it. But be sure to deploy your parachute to prevent taking fall damage.



Drive your tank to the northeast and then veer southeast to park between the refinery's two main structures. The final storage container is positioned amongst a maze of catwalks on the eastern structure. Jump out of your tank and race up the nearby ramp ascending the western side of the structure. Follow the platform around to the west, then north—be ready to blast a couple of enemy soldiers along the way. On the northern side of the platform is a staircase leading to a network of catwalks. Follow the catwalks toward the storage container's objective marker. Although the catwalk is positioned above the container, you can still reach it by hopping over the railing and parachuting down to plant the last charge.

Objective 8: Get out Before the Refinery Blows



Your tanks are the quickest way to exit the refinery. Pick one of four exits and speed to safety before the explosives reduce the refinery to a fiery scrap yard.

As soon as all six charges are in place, you have forty-five seconds to vacate the refinery facilities before they detonate. Fortunately, there are three possible exit points: one to the west, one to the north, and one to the east. If you can't find anyone to hotswap to near one of these exits, return to your tank and drive north. Once out of the refinery's grounds, follow the objective marker to the northern bridge to complete the mission.

QYZYLORDA REGION

HOTEL ALPHA



NATO Briefing:

So they've just destroyed Kazakhstan's only oil refinery—that's why we have to win this war. Okay, this will be a long-range, short-stay reconnaissance mission with focus on the four areas marked on your TAC map. Eyeball the areas thoroughly for enemy orders of battle information and collect any documents for G-2 analysis. If something develops in the town, add it to the mission. Conduct your pre-patrols and launch when ready.

Available Units:

Engineer, Special Ops

Available Vehicles:

HMMWV Humvee

Developer Hints/Tips:

Be aware of allied units on top of the canyons.

Train tracks are a good escape route.

Make use of the engineers' repairing skills.

Make use of the recon zones; check the radar to see where the recon zones are.

Objective 1: Recon Enemy Site 1



If you don't destroy the enemy FAVs you encounter at the beginning of the mission, they're likely to pursue you to the enemy sites, firing at you the whole time. Take a few seconds to blow them to bits, then resume with your recon mission.

In this mission, you must use Humvees to recon several different locations. Start by hopping in the Humvee near the tent where you begin the mission. Sitting in the driver's seat, head out the base's gate and follow the dirt road heading east. A number of enemy troops and FAVs attempt to block your advance by moving in from the north. Either race past the enemy units or take control of a machine gun to neutralize them—this is a good way to rack up some quick points.

By parking the Humvee next to this fence, you can complete the recon task at the southwestern site.



Following the attempted ambush, get your bearings and head toward the enemy site to the southwest. This southwestern site is a moderately-sized Chinese camp, filled with supplies and several infantry. Flanked by tall canyon walls, the site's main access point is to the east, but this approach is well guarded. Instead, locate the narrow access point to the northwest. This path dead-ends at a chain-link fence, but it gets you close enough to conduct the reconnaissance. As soon as the reconnaissance task begins, a red zone is superimposed on the mini-map. You must stay within this area for 10 seconds to complete the task. In this case, simply park the Humvee near the fence and use the machine gun to pick off enemies on the other side. Hold at this position until the 10 seconds have elapsed, then head for the next enemy site to the northeast.

NOTE It's possible to recon the enemy sites in any order. But if speed is a concern, a south to north approach works best.

Objective 2: Recon Enemy Site 2



A damaged tank marks the entrance to the second enemy site. You must enter this narrow canyon on foot.

The second enemy site can be a little difficult to find, as it's tucked away in a cramped canyon. Use the mini-map

to help find your way to the site's northern side. You eventually see a heavily damaged Abrams tank sitting near a narrow passage. The Humvee can't fit inside this passage, so you have to leave your vehicle behind and approach on foot. Weave your way through the passage and recon the abandoned enemy camp site. Hold within the recon zone for the 10 seconds, then immediately go to the mounted machine gun covering the northern passage. As soon as the recon task is over, several enemy troops pour into this passage. Greet them with a few quick bursts of auto-fire until the passage is clear of threats. Return to your Humvee and drive toward the next site to the northeast.



Be prepared for a counter-attack immediately after completing the recon of the second enemy site. The machine gun covering the northern passage is perfectly positioned to repel this attack.

Objective 3: Recon Enemy Site 3

Stay within the recon area at the third enemy site by continuously driving in a tight circle.



The third site is the largest and by far the most dangerous. Not only is it guarded by several Chinese troops, but it's also protected by a 2S25 self-propelled antitank gun. While it's possible to wipe out the enemies at the site with a prolonged assault, the quickest option is to race in, conduct the recon mission, and get out. Dash in through the site's southern gate and watch for the recon timer to appear. As soon as it does, drive in a tight

Qyzylorda Region

circle for the 10 seconds it takes to complete the task. It may look silly, but the constant movement makes it difficult for the enemy units to hit your Humvee. Simply stay within the recon zone for 10 seconds, then race out the same gate you entered. After exiting with the Humvee, consider hotswapping to some of the friendly troops who dropped in via parachutes to mop up some of the enemy units. Earning a few extra points never hurts.

Objective 4: Recon Enemy Site 4



The last enemy site is located in this canyon in the northeastern corner of the map. Run down or gun down the enemy troops guarding the mouth of the canyon while racing toward the recon site.

Having escaped the third enemy site, race west toward the center of the map. Once you're out of the canyon, turn northeast and head for the last enemy site on your mini-map. This final enemy encampment is located in its own miniature canyon and is guarded by only a handful of enemy troops. Drive through the canyon opening and stop once the recon timer appears. Instead of sitting still, take control of the Humvee's machine gun and blast any Chinese troops in the area—scan the canyon walls above. When the recon task is complete, a new objective is added to the mission. Exit the canyon and turn northwest—the North Village is straight ahead.

Objective 5: Recon the North Village

You must enter the North Village to complete this new reconnaissance task. Drive around in circles within the central courtyard to evade incoming fire.



The North Village is a rectangular grouping of buildings, all sharing one central courtyard. As with the other enemy sites, all you need to do here is hold within the courtyard for 10 seconds. Although the village is crawling with enemy troops, with a little speed you can evade most of their gunfire. Enter the village on its southeastern side and immediately begin driving in a circle once the recon timer begins. As you did at the third enemy site, keep moving to avoid taking heavy damage. Don't hesitate to run down enemy troops in the process. As soon as the timer expires, exit the village through the covered, narrow opening on the north-western side.

Objective 6: Return to Base

The terrain south of the North Village is rough and uneven, making for a very hazardous escape route, especially if your Humvee is heavily damaged. The railroad tracks to the west provide a much smoother and faster escape.



A set of railroad tracks runs along the western side of the North Village. Line your Humvee up along these tracks and head south, toward the base where you started the mission. Whatever you do, don't stop, as two WZ-9 attack helicopters are on the prowl and are likely to be right on your tail. Enemy FAVs may also be in pursuit. Put some distance between you and the pursuing vehicles, then switch to the Humvee's machine gun position. Try to fight off one enemy vehicle at a time. When firing at the attack choppers, aim at the cockpit to kill the pilots. Either destroy the enemies on your tail or simply outrun them. The mission is over as soon as you drive through your base's gate.

TIP Before returning to base, consider backtracking to some of the other enemy locations to score some more points.

TOP MAN



Objective 1: Proceed to the Landing Zone

The enemy forward camp near your base is a good place to practice with the Blackhawk's rockets and mini-guns.



toward the canyon. Along the way, engage the enemy troops and FAVs on the ground, just east of your base. Between the Blackhawk's rockets and mini-guns, the enemies below don't stand a chance.



Maneuver the Blackhawk beneath this footbridge for the most direct route to the landing zone. Stay low to avoid getting targeted by the Stingers on the ridgeline.

As soon as the mission begins, rush out of the tent and get in the Blackhawk sitting on the helipad. Wait for all of the chopper's crew positions to fill up before taking off. Once you're in the air, turn east and fly

Continue to the objective marker to the east, flying below the long footbridge spanning the canyon. You must keep the Blackhawk below the ridge line to avoid falling victim

to the Stinger turrets above. Wind your way through the canyon until the objective marker is in sight. But before setting down, you must clear the landing zone of six FAVs. Keep moving and make a few low-level passes at the enemy vehicles, blasting them with your rockets.

NATO Briefing:

According to the decoded intel that you secured in your last mission, the Chinese are planning something big. There's a highly valued commander setup in a camp on top of the plateau. A straight drop will be fatal; their Stingers will blow us apart. We're going to need to fly low into a safe drop zone in the canyon and take out the Stingers on the way up to clear the way for air support. Whatever happens, your target will neither escape nor survive.

Available Units:

Sniper, Special Ops

Available Vehicles:

UH-60 Blackhawk

Developer Hints/Tips:

Look to higher ground for a downed Chinook—you may find a special surprise.

The Commander's helicopter has a weak spot—shoot the pilot with the sniper for a quick kill, or use the Blackhawk or one of the Stingers.

Blackhawk mini-guns make quick work of the Chinese FAVs.

The tight ridgeline and rope bridges force enemy units to bottleneck—disorient clustered units with your stun grenades.

Stinger gunners get twitchy under fire—watch for fleeing troops.

Get an early point boost by eliminating the Chinese forward camp en route to the canyons.

Allied forces become available to reinforce after the Stinger sites are taken care of.

Maintaining low altitude is key to surviving the flight through the canyons—if your pilot skills aren't up to scratch, man a mini-gun and let one of your teammates do the flying.

Utilize the natural features of the ridge path (and any sandbags abandoned by Chinese forces) as cover points to minimize losses during your ascent.

Don't be distracted by the Commander's WZ-9 support helicopters if he flees.

Try switching to the mini-guns for a bit more accuracy. When all of the FAVs are turned into smoldering wrecks, set the Blackhawk down near the ridge's ramp-like slope to the north.

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Objective 2: Take out the Stingers on the Ridge



Fight your way to one of the mounted machine guns and use it to clear the ridge of threats.

picking off the machine gunners—head shots are a must. Leapfrog from one piece of cover to the next until you can take control of a north-facing machine gun. Use it to blast enemy troops, including some manning the Stinger turrets to the north. When resistance on the ground subsides, watch out for an incoming WZ-9 attack helicopter. Immediately take control of one of the Stinger turrets to shoot it down.



Instead of using the machine guns to shoot down the enemy WZ-9, use one of the Stinger turrets. The Stingers take a while to lock on, but the turrets can rotate 360 degrees, making it easier to track the chopper.

enemy hands, you can go after the Chinese Commander.

Exit the Blackhawk and ascend the nearby slope. Quickly dispatch the enemy soldiers blocking your path. Keep an eye on the mini-map to better locate their positions and prevent yourself from getting shot in the back. Aggressively push forward as the ridge turns north, but watch out for machine guns. Take cover behind rocks, barrels, or anything while

Approach the first footbridge, but clear out the enemies on the adjoining plateau before crossing. Also, watch out for enemy FAVs in the canyon below, as their machine guns can chew you to pieces as you attempt to cross the bridge. Use the mini-map to locate all of the Stinger turrets, and quickly eliminate any troops manning them—your scope is helpful for some of the long-distance shots. Once the Stinger turrets are no longer in

Upon crossing the second footbridge, you can see a command post on a plateau to the north. A WZ-9 is preparing to take off—better move out quickly before the Commander escapes. To avoid getting caught in a crossfire, turn to the command post and pick off the enemy troops on the far plateau. Then advance along the ridgeline leading north toward another footbridge providing access to the command post. The enemies guarding this bridge are armed with shotguns, so try to take them out at long range. While battling it out with the enemy soldiers, an enemy fighter swoops across the sky and bombs the footbridge—you must find another way across. Hotswap back to the south and locate a northern-facing machine gun. Use the machine gun to destroy the green transformer box at the base of the huge radio mast. The resulting explosion causes the mast to topple, creating a makeshift bridge.

No matter how quick you are, you cannot destroy the enemy helicopter while it's on the ground. It always takes off just before you can reach it.



Advance on the command post using your new bridge. But as soon as you get near the WZ-9, it takes off, taking the Commander with it. You must shoot down the chopper before it vacates the area. There are a few different options available. You can try to kill the WZ-9's pilot by shooting him with the sniper located to the northeast on the plateau next to the downed Chinook—this is the hardest option. Or you can hotswap to the Blackhawk flying nearby and try to shoot down the WZ-9 with rockets. But the simplest way to down the Commander's helicopter is to hotswap back to one of the Stinger turrets and shoot it down with a missile. Whatever the case, make sure you have the right WZ-9 in your sights, as there are a couple of other choppers in the sky too. An objective marker identifies the chopper you must shoot down. The mission is a success as soon as the Chinese Commander's chopper slams into the canyon floor.

Objective 3: Stop the Commander from Escaping



An enemy fighter bombs the only footbridge leading to the command post. But you can create a new bridge by knocking over the massive radio mast.



Take control of one of the Stinger turrets to down the Commander's chopper. Although there are other options, this one is the easiest.

DMZ



Chinese Briefing:

Your next mission is to eliminate enemy forces occupying the three villages marked on your tactical map in the northeast sector of operations. Enemy strength is estimated at one rifle platoon with supporting arms. Our recent losses mean that only two Fast Attack Vehicles are available, but we have no doubt you will use speed and firepower to bring us victory. Commence operations now.

Available Units:

Assault, Sniper

Available Vehicles:

FAV (Fast Attack Vehicle)

Developer Hints/Tips:

Use the forward observer to find hidden enemy units.

Use grenades and grenade launchers in the east village.

Objective 1: Neutralize Enemies in the Central Village



The three snipers in the Central Village must locate and eliminate the enemy sharpshooters. Frequent hotswaps and mini-map monitoring are necessary to keep the upper hand.

of this objective requires you to use your three snipers to eliminate the NATO snipers encroaching on the village's perimeter. Use your mini-map and forward observer to locate their positions, then hotswap among your snipers

You're surrounded by all three villages, and it doesn't matter which objective you start with—all must be cleared of enemy forces. Start by hopping in the nearby FAV and drive southwest, toward the Central Village. As you arrive, this village is held by three friendly snipers. Hotswap to the sniper in the western tower. The first phase

until you can score a clear shot. Keep hotswapping and firing until all enemy snipers are down.

As enemy troops rush into the Central Village, take control of one of the machine guns in the courtyard. This is a great way to boost your score and enhancements.



The second phase of the objective begins when enemy infantry pour in from the north and east. You can stay with the snipers, but you can inflict much more damage (and score more points) by hotswapping to one of the friendly assault soldiers in the courtyard. A couple of machine guns are mounted on the sandbags in the center of the courtyard. Move to the western machine gun and open fire on the attackers. Try to hit them at

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long range while they're still clustered together. Keep firing until the village is secure. As the smoke settles, an FAV rolls into the courtyard. Hotswap to the driver and take off for the North Village.

Objective 2: Neutralize Enemies in the North Village



Man the Stinger turrets at the North Village to eliminate the attacking Little Birds. If a turret runs out of missiles, don't wait for it to reload—hotswap to another one.

The North Village is held by friendly troops, but it is under heavy attack by NATO Humvees and Little Bird helicopters. Stay in the FAV and approach the western side of the village. Switch to the FAV's machine gun position and open fire on the enemy Humvees circling around the village. Next, turn the machine gun skyward and pepper the Little Birds with rapid fire. Eventually, you should hotswap to one of the friendly snipers positioned on the perimeter rooftops. The snipers charged with defending the village have machine guns and Stinger turrets at their disposal. For best results, use the Stinger turrets against the choppers. The machine guns are useful for targeting the Humvees, but their inability to fully rotate and tilt makes them difficult to use against the Little Birds. Hotswap between the snipers and keep hammering the enemy vehicles until they give up. Once the enemy attack is over, an FAV drives toward the village—this is your cue to hotswap to the driver and head to the East Village.

The machine guns and Stingers are the preferred methods of downing enemy choppers, but a patient sniper can pick off the pilots for an equally effective kill.



Objective 3: Neutralize Enemies in the East Village



By parking the FAV outside the East Village's north gate, you can rack up some easy kills with the machine gun or grenade launcher. But eventually, you have to move in on foot to complete this objective.

Advance on the East Village from the north. The village's main gateway is barricaded, so your FAV can't make it inside. Still, park just out front of the gate and switch to the machine gun position to mow down the enemy troops waiting inside. While you're blasting the enemy troops inside, friendly assault troops enter the village—hotswap to one of them to lead the attack. When you enter the village, large groups of NATO troops advance from the south via a narrow alley. Toss or launch grenades into this alley to wipe out several enemies at once. Keep pushing south, deeper into the village. As the grounds open into another courtyard, advance along the steps on the eastern side and use the adjoining elevated walkway to fire down on the enemy troops as they spawn below. Continue using grenades and automatic fire until all of the enemy troops are wiped out.



Climb the steps on the eastern side of this courtyard to take the high ground. From this elevated position, it's much easier to gun down the enemy troops.

END OF THE LINE



Chinese Briefing:

Now that we have liberated the villages, we must protect our assets in the area. Our primary line of communication is the railroad station, in the Central Village. Enemy forces are heading our way at speed. They cannot take the station. Destroy the supporting forces. Do your duty for your country, soldier.

Available Units:

Assault, Sniper

Available Vehicles:

None

Developer Hints/Tips:

Take out the pilots of the incoming enemy choppers with the sniper rifle before they drop off their troops.

Objective 1: Defend the Station



Use both the mounted machine guns and snipers to hold back the enemy infantry from the railroad station.

At the start of the mission, NATO troops are closing in on the railroad station from the north and west. Quickly move out to the sandbag fortifications outside the station to the northwest and take control of one of the machine guns. The first wave of attackers consists solely of infantry. If you're more comfortable with a sniper rifle, hotswap to one of the snipers, preferably the one on the rooftop along the western side of the station. Although the roof isn't very tall, it does provide the sniper with a slight height advantage, useful for engaging the enemy troops crossing the open field to the north. As soon as you spot Humvees, take out the gunner as quickly as possible using either snipers or the mounted machine guns.

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If you lack heavy firepower, use the mounted machine guns to attack the advancing T-90s. It's not the best solution, but it works.



Following the infantry assault, the enemy attack escalates with T-90 tanks approaching from the northwest. Quickly target the enemy tanks with the snipers' laser target designators before they get too close to the station. If the snipers are dead, the assault troops have to do the best they can with hand grenades, grenade launchers, and the machine guns. The mounted machine guns are actually quite effective against the T-90s, but it takes several hits to destroy one. Still, they have much greater range and accuracy than the grenades. The armor assault gives way to an airborne attack as Blackhawks approach the station, loaded with infantry. Try to shoot down the helicopters before they drop their troops, using either the machine guns or a well-aimed shot with a sniper rifle. If enemy troops manage to bail out of the choppers before you can shoot them down, hotswap to an assault soldier and target the parachuting enemies before they touch the ground. Once you've repelled the helicopter attack, the NATO troops retreat. Use one of the snipers to pick off distant enemy troops.



If you don't take out the Blackhawks quickly, NATO paratroopers drop in on the station and assault at close range. Don't let them reach the ground.

Objective 2: Stop the Train



Locate these friendly troops parachuting in and hotswap your way northwest along the railroad tracks.

As the enemy retreats, a report comes in of an incoming train heading for the station at high speed. Turn to the northwest and locate several friendly assault soldiers parachuting down along the railroad tracks to the northwest. Hotswap from one parachuting soldier to the next until you're in control of the farthest one. He lands near a machine gun nest. Take control of the machine gun and center your sights on the objective marker—this is the train. Even though the train isn't visible, immediately open fire. The train is equipped with a machine gun of its own, mounted on the front of the engine. Try to take out the gunner if possible. If your assault soldier dies, you automatically hotswap to the next soldier farther down the tracks. Keep hammering the train with the machine guns lining the tracks until it derails. If it crashes into the station, the mission is a failure.

The machine gun nests along the railroad tracks are the best way to stop the train. While firing, try to take out the gunner on the front of the engine.



NOTE The campaign branches at the end of this mission, giving you the choice to continue as NATO or Chinese forces. If you choose to play as NATO, continue on to the "Endgame (NATO)" mission walkthrough in the next section. Jump ahead to the "Endgame (China)" mission walkthrough if you choose to finish the campaign as the Chinese.

FINALE

ENDGAME (NATO)



NATO Briefing:

You heard the Lieutenant Colonel. This is the big one people. We've got a shot at winning it all right here...right now. The head of the Chinese occupation in this area, Lieutenant Colonel Zhu, is somewhere in the plaza construction site. Kill him, and they'll fall apart for lack of leadership. Mop-up operations after that will be simple by comparison. Let's go cut the head off the dragon.

Available Units:

Assault, Engineer

Available Vehicles:

T-90 Main Battle Tank,
AH-6J Little Bird

Developer Hints/Tips:

Look for gun turrets to take out choppers.

After successfully defending, get to the lab as quickly as possible.

Objective 1: Withstand the Attack



Hotswapping to the Little Bird makes it easy to repel the Chinese attack. Focus on the WZ-9s first, then target the enemy ground vehicles.

Before you can go after the Chinese Lieutenant Colonel, you must first repel a serious attack on your staging area. Enemy infantry and vehicles are inbound from the northeast. Instead of staying on the ground, locate the Little Bird flying around and hotswap to the pilot. The biggest threats to your teammates on the ground are the

two WZ-9 attack helicopters conducting strafing runs. Maneuver the Little Bird into close range and slam both enemy choppers with rockets until they tumble out of the sky. Next, check your mini-map for more enemy vehicles. Quickly locate and destroy any Type 98 tanks and FAVs, but be careful not to hit any friendly troops on the ground.

Objective 2: Battle to the Labs

Clear the plaza rooftops of enemy troops by using the Little Bird's rockets. Every enemy eliminated makes it easier for your ground troops to advance.



Finale

Having repelled the Chinese attack, you can now go on the offensive. The labs are located in the plaza, across the ravine to the northeast. While your teammates advance on foot, scout ahead with the Little Bird. As expected, the plaza is well defended by infantry positioned on the ground and rooftops. Dislodge the defenders from their positions using the Little Bird's rockets. Keep moving to avoid incoming gunfire and shoulder-fired rockets—whatever you do, don't pull to a hover. While strafing the enemy troops, keep an eye on your teammates below. If they're under fire, provide some close air support.

Objective 3: Plant Demolitions in the Labs

Both the assault and engineer classes are capable of attacking the labs. But the assault rifle's rapid fire makes it a little easier (and faster) to clear hallways filled with enemy troops.

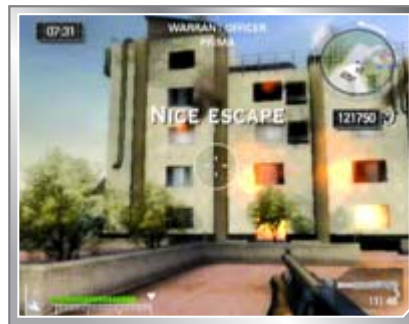


As soon as one of your teammates is near the lab building on the western side of the plaza, hotswap to his position. You must place three demolition charges inside the building. For the best results, assault the labs from the top down. On the eastern side of the building is a metal scaffolding leading up to the third floor. Climb to the top of the scaffolding and peer through the open third floor window. Gun down enemy troops in the adjoining hall, then hop through the window. The first charge must be placed in a room farther down the hall. Scan the room from the hallway before entering and eliminate all enemies inside. Even after entering, sweep the corners of the room for any stragglers—you don't want to get shot while placing the charge. Once the room is clear, follow the objective marker to the two flammable tanks along the southern wall and plant the first charge.



Demolition charges must be placed on the flammable tanks located on each floor of the lab. Make sure the rooms and adjoining halls are clear of threats before turning your back to plant the charge.

The charges won't detonate until all three are placed, so proceed to the next floor. Even if you cleared the hallway before entering the room, there may be more enemy troops posted in the corridor, so move out cautiously and make sure your weapon is fully loaded. Fight your way down the stairs to the second floor and clear a path to the adjoining room, where another set of flammable tanks is waiting to be hooked up with another demo charge. Place the second charge, and move down to the first floor. Eliminate all threats in the hallway and room, then plant the final charge. Once all three charges are placed, you have 30 seconds to get out of the building. Go through the lab's front door leading into the plaza and quickly gun down enemy troops manning the nearby grenade launchers and machine guns.



Get out of the building after placing the charges. You have 30 seconds before they go off.

Objective 4: Destroy Lt. Colonel Zhu's Helicopter

The machine guns scattered around the plaza are more than capable of downing the Lieutenant Colonel's helicopter.



Shortly after the labs explode, Lieutenant Colonel Zhu attempts to escape in a WZ-9. The best option is to use the machine guns posted around the plaza—there's one just northeast of the lab. Once behind a machine gun, quickly mow down any nearby troops first. In particular, eliminate the enemy machine gunner on the partially constructed building to the east. Finally, tilt your machine gun upward to engage the enemy chopper. As usual, aim for the cockpit to kill the pilot. But even if you can't draw a bead on the pilot, the machine gun quickly reduces the chopper's health until it explodes.

ENDGAME (CHINA)



Objective 1: Destroy the Generator

With enough speed, the FAVs can jump the damaged bridge to the west, providing them with a direct path to the generators.



Before attacking the Oil Ministry, you must first cut power to the facility by destroying its generator. Start by hopping into one of the nearby FAVs and speed to the south. Instead of taking the nearby bridge, cut to the west and approach the damaged bridge. This is a more direct path

to the generator and also allows you to bypass several enemy units. However, you must line up your FAV properly and muster enough speed to jump the large gap in the bridge. After completing the jump, simply speed ahead toward the generator objective marker. Be sure to run down (or gun down) the enemy troops surrounding the generator before exiting your vehicle. When the area is clear, hop out of the FAV and rush over to the generator to plant a charge. Return to your FAV and wait for the charge to detonate. Now you can head for the Oil Ministry.

Chinese Briefing:

We have a chance to put a bullet into the enemy's brain and end this senseless persecution of the Kazak people. Lieutenant Colonel Scott is inside the Oil Ministry building. Fight your way in there and three things will happen: you will find Colonel Scott, kill him..., and you will win the war for the People's Republic and the people of Kazakhstan. Go now and cut the head off the snake.

Available Units:

Assault, Engineer, Special Ops

Available Vehicles:

FAV (Fast Attack Vehicle),
BMD-3 Infantry Fighting Vehicle

Developer Hints/Tips:

Use speed—quickly get into the nearest FAV and head out for the generator. Jump the western bridge to avoid the enemy tank on the other bridge.

Destroying the generator nullifies most of the enemy gun turrets.

Attack the plaza and kill all the enemies you see. Look out for a group of three tanks to the east, as these signify the last push of the enemy before Colonel Scott decides to join the battle in his Apache.

Watch the skies for a couple of well-timed reinforcements (use these well to complete the mission).

Finale



Plant the charge on the generator and back away before it explodes.

Objective 2: Take the Oil Ministry

Use the FAV's machine gun to shoot down the enemy Apaches. Always target the cockpit for a quick pilot kill.



Drive your FAV to the northeast and park it near the center of the plaza. Immediately take control of the FAV's machine gun and begin gunning down enemy troops—don't forget to scan the rooftops as well. Not long after you arrive, two Apache gun ships take to the air. Quickly attack them with the FAV's machine gun before they have a chance to fire rockets in your direction. The NATO forces also try to defend the Oil Ministry with Leopard tanks. Instead of using the FAV against these threats, hotswap to an engineer and attack them with rocket launchers. At least one more Apache arrives too.

TIP The FAVs are extremely valuable, providing your team with machine guns and grenade launchers. Park them behind objects in the plaza to better protect them against enemy tanks and helicopters. If they take damage, use an engineer's blowtorch to keep them at full strength.



Once the enemy tanks are destroyed, return to the FAV and down the chopper with the machine gun. Stay with the FAV and blast enemy infantry until you can see three Leopard tanks approaching along the road to the east. Hotswap to an engineer positioned along the road and eastern bridge and use rocket launchers to deal with these

threats. Flank the tanks from the sides and rear to take advantage of their weak armor.

When attacking the enemy tanks with engineers, circle-strafe around them while firing rockets. The closer you are, the harder time they have tracking you with their main guns.



Objective 3: Destroy Lt. Colonel Scott's Helicopter

When Scott's helicopter takes off, turn to the Oil Ministry building and locate the friendly engineer on the rooftop—a Stinger turret awaits above.



Soon after the three Leopard tanks appear, Lieutenant Colonel Scott takes off in an Apache to join the fight. This is your chance to complete the mission. Watch for two engineers parachuting onto the rooftops to the east. One lands on top of the Oil Ministry—hotswap to this engineer now. A Stinger turret is positioned on the western side of the Oil Ministry's rooftop. Take control of the turret and immediately target Lieutenant Colonel Scott's helicopter—his is the one with the objective marker above it. Track the helicopter steadily while the Stinger locks on. The missile automatically fires once a lock is achieved and slams into the enemy helicopter, bringing the mission to an end.

The Stinger turret is the quickest way to down Lieutenant Colonel Scott's Apache. Just make sure you have the correct chopper targeted.



FLYING THE FLAG (NATO AND CHINA)



NATO Briefing:

This is a no-brainer. He's got the codes to launch one ICBM at a location within the US and two more within Europe. Get in there, disable both launch silos, and drop Commander 31 like a bad habit. Get all that done or it's all over. If the balloon goes up on this one, it's a long, cold nuclear winter all around. You have full authority to do whatever is necessary to eliminate this threat.

Chinese Briefing:

This is both simple and critical. Commander 31 controls three intercontinental ballistic missiles, which are sitting in their launch silos. Stop the launch at all costs. Disable both silos and kill Commander 31 without mercy. If you fail, none of us have anything to fight for, or to live for. Therefore, you will not fail. Go quickly now.

Available Units (NATO and China):

Assault, Engineer, Sniper

Available Vehicles:

M1A2 Main Battle Tank (NATO)

Type 98 Main Battle Tank (China)

Developer Hints/Tips:

Glide whenever possible as a paratrooper to objectives.

Hotswap over distances; it saves time.

Always look for multiple routes; sometimes they can be easier and less guarded.

Objective 1: Plant Demolitions in Both Silos

Whether you choose to play as NATO or China, this mission is identical for both sides. A mysterious faction known as the Burning Flag has access to three ICBM sites. The group's leader, Commander 31, is intent on launching the nuclear weapons in an attempt to eliminate the world's superpowers. It's your job to demolish the silos before Commander 31 can unleash a nuclear apocalypse on the world's population.



While parachuting into the mission, try closing your chute then opening it again just before you slam into the ground. Not only is this a faster way down, but the freefall distance might earn you a medal.

You begin the mission high above the area of operations, parachuting down between the two eastern silos—you have 10 minutes to neutralize both of these sites. While drifting down, target Burning Flag troops on the ground. As soon as you touch down, eliminate all enemy troops nearby and begin moving to the southern silo. Climb the southern hill as quickly as possible, blasting enemies as you go.

Finale

The objective marker leads to a hatch in the ground. Drop into this opening to access the silo's control room.



The southern silo sits in a small valley beyond the hill. Race toward the silo facility and follow the objective marker to a hatch in the ground. The hatch leads into an underground tunnel. Advance along the tunnel, but be prepared to encounter more enemy troops. The tunnel eventually ends in a control room, where you must plant a demolition charge to shut down this silo. Plant the charge and immediately vacate the silo—it doesn't hurt you to watch it explode; it's just a time waster.



Plant your explosives at this control panel to put the silo out of commission.

TIP There are some explosive canisters lining the walls of the tunnels. A few well-timed shots at these volatile objects can eliminate multiple enemies at once.

Exit the southern silo and immediately push toward the next site to the north. There are still plenty of bad guys in the area, so be on guard and use your mini-map to help locate the source of incoming fire. Traverse the same hill and return to the valley where you first dropped in. Watch for more friendly troops parachuting in to the north. Hotswap to one of their locations to save some time. Expect heavier resistance around the northern silo, including a few

mounted machine guns. Quickly deal with the machine gunners first before charging into the facility. Otherwise, the assault is identical to the first one—advance through the tunnel and plant the charge in the control room.

The engineer's shotgun works well when clearing the silo access tunnels. Duck around corners to fire, then duck back to reload.



~~Objective 2: Plant Demolitions at the Main Bunker~~



Hot swap to a friendly tank in the valley to quickly destroy the Burning Flag's BMP-2s and Mi-24 Hinds. But don't linger long—you only have a few minutes before Commander 31 launches the last ICBM.

When the two eastern silos are out of commission, you have five minutes to reach the third site to the west. Cautiously exit the northern silo and race over the hill to the west. At the crest of the hill you can see the large bunker facility housing the last ICBM. Look down the hill in the valley below to hotswap to a friendly tank. Northwest of your tanks is a garage filled with several BMP-2s. Quickly open fire on the enemy APCs and destroy them before they can retaliate. A couple of Little Bird helicopters also patrol the skies in this area. Switch to your tank's machine gun and knock these choppers out of the sky.

Use these catwalks on the eastern side of the silo facility to quickly access the bunker.



Having cleared the valley of enemy vehicles, proceed to the bunker facility. Due to the steep terrain, it's quicker to move to the bunker on foot, so hotswap to one of the assault soldiers heading in that direction. Approach the facility from the west. There's a series of catwalks (accessible from the ground) on this side of the structure. Climb as high as you possibly can, then follow the objective marker to the bunker. The bunker is a large, concrete-reinforced control tower overlooking the silo. Navigate the ascending catwalks until you can peek inside the bunker's windows. Commander 31 is inside. Unfortunately, the glass is bulletproof, and there's nowhere to place a demo charge.



Commander 31 is in the bunker, but your bullets can't penetrate the glass.

Objective 3: Laser Designate Cdr. 31's Bunker

Hotswap to a friendly sniper parachuting down on this tower to the northwest.



Commander 31's bunker must be taken out with an air strike—and the clock is still ticking. From the bunker, turn to the northwest until you spot a huge tower. As friendly snipers drop onto this tower, hotswap to one of them. Before laser designating the bunker, use the snipers to pick off the pilots of two Little Bird helicopters. If they're not dealt with quickly, they'll blow your snipers off the tower with rockets. Finally, equip the laser target designator and lock on to Commander 31's bunker before time runs out. Soon after a lock is achieved, laser-guided munitions slam into the bunker, destroying the silo's controls, as well as Commander 31. Good work, soldier.



SINGLE-PLAYER CHALLENGES

The single-player challenges are another way to earn more stars, helping you progress through the ranks. They're also an excellent way to become familiar with the various weapons and vehicles. The first three single-player challenges are available to everyone. But all subsequent challenges are unlocked with new ranks. Each rank from Private 1st Class to Colonel unlocks a new challenge. In this section, we take a look at every challenge, offering tips to maximize your score and earn more stars.

Hotswap Challenge:

THE RUINS

Unlocked At: Private



SCORE REQUIREMENTS

Points Earned	Stars Awarded
30,000	★
170,000	★★★
310,000	★★★★

This exercise tests your ability to locate and utilize

friendly units at speed. You need to hotswap to the unit indicated on the mini-map, taking the most direct route possible. A sequence of units will be presented—you need to reach the final unit before time expires.

As the first hotswap challenge, this is by far the easiest. There are no enemy targets that must be destroyed—you just need to swap through the units as quickly as possible. Use the green objective markers on the mini-map and HUD to quickly locate the current targeted unit you must hotswap to. At times, it may be necessary to move slightly to get a line of sight on the desired unit. Remember, you can't always take a direct route to the closest unit, such as the soldier in the hangar. Due to obstructions, it may be necessary to take a zigzag approach. Whenever possible, swap to units on hills or rooftops, as they have better views and, therefore, a better selection of hotswap opportunities.



NOTE For all hotswap challenges you lose 1,000 points for each hotswap that isn't your target. The score added on when reaching your target is time-dependent (more time remaining = higher score). Weapon scopes reveal more units to swap to—use them!

Race Challenge:

HMMWV HUMVEE

Unlocked At: Private



SCORE REQUIREMENTS

Points Earned	Stars Awarded
20,000	★
140,000	★★★
260,000	★★★★

This exercise is a simulated troop extraction using the

Humvee. You need to get to each indicated location, pick up the troop who is waiting there, and return him to base. Time is limited, so success will depend on your driving skills as well as how well you know your way around.

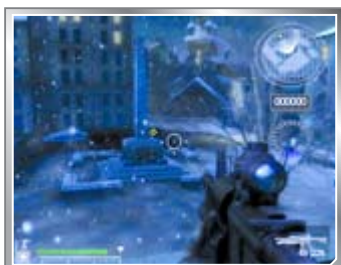
Extensive knowledge of Almaty and the surrounding area is a must for this mission. The soldiers in need of a ride show up as objective markers on the mini-map and HUD. However, this only provides a vague directional heading of where the unit is actually located. It's up to you to come up with the best path—and in the town, driving in a straight line is never possible. Take into account the distance to the soldier (shown on the HUD's objective marker) to best determine which path to take. You must drive within a few meters of each soldier before he hops in the Humvee, earning you a few extra seconds to make it back to the drop-off point. The soldiers are in a number of preset locations, so once you've played the challenge a few times, you'll have a better idea of how to reach them. Although the soldier locations are predetermined, the order in which they come up is purely random.



Weapon Challenge:

ASSAULT RIFLE

Unlocked At: Private



SCORE REQUIREMENTS

Points Earned	Stars Awarded
10,000	★
25,000	★★
40,000	★★★

This exercise tests your assault rifle proficiency. You

need to take down the targets before they reach their destination, but you only have a single clip available in each round so accuracy is key. The number of targets hit in each round determines how many appear in the next—there are 10 rounds in total.

This is a bit like skeet shooting, where you must down as many targets as possible. Your score isn't only based on how many targets you hit, but how proficiently you take them out. For best results, shoot the targets as soon as they



appear and take them down with one bullet—head shots result in a "Perfect" kill and are worth 1,000 points. As the rounds advance, you have more and more targets to shoot, so go easy on the automatic fire; otherwise, you may run out of ammo. You cannot reload until the end of the round. As usual, use the mini-map to quickly locate your targets. The targets always appear on the mini-map before you can see them in the courtyard. This gives you a heads up as to where the target will appear, allowing you to line up a quick kill shot.

TIP Replay this challenge once you've earned the Assault Rifle Clip Upgrade. It gives you more shots per round!

Hotswap Challenge:

THE OIL PLATFORM

Unlocked At: Private 1st Class



SCORE REQUIREMENTS

Points Earned	Stars Awarded
30,000	★
110,000	★★
190,000	★★★

This exercise tests your ability to locate and utilize friendly units at speed. You need to hotswap to the unit indicated on the mini-map, taking the most direct route possible and wiping out any hostile targets along the way. A sequence of units will be presented—you need to reach the final unit before time expires.



This is the first hotswap challenge requiring you to eliminate enemy targets. Check the mini-map for enemy locations and quickly dispatch the enemy units before they kill you. If you die, the challenge is over. During these gun battles, the

timer stops, so take your time to make each shot count. In one sequence, you must eliminate a couple of paratroopers dropping in on a hill, so don't forget to look up. Once all threats are neutralized, the hotswap challenge resumes. Whenever possible, avoid swapping to units in the lowland areas, as the terrain is covered with trees and other line-of-sight obstructions. At one point, you need to swap to a soldier descending in a parachute. Use him to quickly swap to a targeted soldier, then swap back to him before he reaches the ground.

Single-Player Challenges

Race Challenge: LIGHT PATROL BOAT

Unlocked At: Corporal



SCORE REQUIREMENTS

Points Earned	Stars Awarded
40,000	★
150,000	★★★
260,000	★★★★

This is a patrol boat piloting exercise. You need to

complete the course, ensuring you drive through each marker in turn and avoiding the hazards en route. If you can hit the bonus markers you'll earn extra points, but stay on course—you're running against the clock.



The sluggish nature of the light patrol boat makes this one of the most difficult challenges available. Just finishing the race before time expires is a monumental task. Start by simply going for the white markers. These award points, as well

as extend the timer by eight seconds. The yellow bonus markers are worth 5,000 points each, but don't let them throw you off course—it's better to pass one by than it is to run out of time. Still, the bonus markers act as good waypoint markers, helping to keep you on course. Simply steering the boat takes plenty of time to master. Go easy on the controls, particularly when moving at high speed. Overcorrecting can quickly send you off course and possibly into a riverbank. If you run aground, you might as well restart the challenge because you can't get back in the water before time expires. You also need to watch for mines and rocks in the water. Hitting these can either stop your boat or cause it to explode. Either way, collisions with these objects are killers. When making tight turns, consider swapping between the first-person and the external views. The first-person view provides a better picture of where the boat is heading, which is useful when rounding a tight corner. But the third-person view gives a better perspective of the whole boat, allowing you to see exactly how close it is to the riverbanks and other objects.

Weapon Challenge: RPG

Unlocked At: Sergeant



SCORE REQUIREMENTS

Points Earned	Stars Awarded
60,000	★
120,000	★★★
180,000	★★★★

This simulation tests your proficiency with the RPG

launcher. RPGs travel slowly, so it's all about timing—you need to take out the drone vehicles before they reach their destination. There are 10 rounds in total. Make sure you utilize the four troops at your disposal.

Teamwork is essential in this challenge as you hotswap between the four RPG soldiers to eliminate as many targets as possible. The soldiers are located on the docks, the crane, the eastern window, and the

southern rooftop. Start every round with the soldier on the rooftop, as he has the best vantage point of the enemy ground units approaching from the north. Don't wait for each rocket to impact. Fire and quickly hotswap to another teammate to launch a follow-up shot—never wait around for a launcher to reload. The soldier in the window is best equipped to deal with the fast-moving DPVs. Simply shoot them as they pass below the window. Boats approaching from the north are easiest to hit with the soldier on the docks. The slow-moving APCs can be targeted by any of the soldiers, but try to hit their weak rear armor for a quick, one-shot kill. In the latter rounds, helicopters fill the skies. Stick with the rooftop and crane soldiers when targeting the helicopters and wait until they're within close range before firing.



RPG CHALLENGE SCORING

Infantry	75 pts
Boat	250 pts
4x4	500 pts
Tank	2,500 pts
Helicopter	5,000 pts

•Each kill increases a score multiplier, so kill the lowest-scoring targets first!

Hotswap Challenge:

THE FACTORY

Unlocked At: Sergeant 1st Class



SCORE REQUIREMENTS

Points Earned	Stars Awarded
20,000	★
60,000	★★
100,000	★★★

This exercise tests your ability to locate and utilize

friendly units at speed. You need to hotswap to the unit indicated on the mini-map, taking the most direct route possible and wiping out any hostile targets along the way. A sequence of units will be presented—you need to reach the final unit before time expires.

Many of the target units in this challenge are positioned so you can't reach them directly. Instead, look for adjacent units on hills or rooftops, but always try to swap in the general direction of the objective. You face more enemy units in this challenge too. On the bridge, you must use the sniper to pick off a couple enemies on the supports to the south. After hotswapping to the assault unit at the ruins, turn to the open courtyard to the northwest and open fire on the enemy troops with your assault rifle. The final swap is to an engineer on a small hill to the east. But the challenge doesn't end after the swap. You must destroy a WZ-9 attack helicopter using the engineer's rocket launcher. Wait until the chopper moves in close before firing the rocket. Alternatively, use the shotgun to blast the cockpit and kill the pilot. To avoid getting hit by the WZ-9's rockets, move to the other side of the hill, using the slope as cover. It takes two rocket hits to down the chopper and complete the challenge.



Race Challenge:

EAGLE MILITARY TACTICAL VEHICLE

Unlocked At: Master Sergeant



SCORE REQUIREMENTS

Points Earned	Stars Awarded
50,000	★
140,000	★★
240,000	★★★

This is an Eagle-based urban driving exercise. You need to

complete 3 laps of the course, ensuring you drive through each marker in turn. If you can hit the bonus markers you'll earn extra points, but keep your eye on the timer—you're racing against the clock.



This race is like the light patrol boat challenge, but it's much easier. This time, the bonus markers are only worth 5,000 points, but there are many more of them, and they're easier to pass through without getting too far off course. Although the

large, white checkpoint markers are farther apart, they add seconds to the timer. Get familiar with the course by running a few practice laps, making mental notes of the bonus markers. In the town, avoid cutting corners too tightly or else you might slam into the side of a building or a signpost. The area outside the town is much more forgiving, but stay on course to avoid hitting rough terrain that might slow you down. Once you've completed a couple of laps, restart the challenge and attack the course like a pro.

Single-Player Challenges

Weapon Challenge:

SNIPER RIFLE

Unlocked At: Sergeant Major



SCORE REQUIREMENTS

Points Earned	Stars Awarded
90,000	★
175,000	★★
250,000	★★★

Welcome to the sniper simulation. You'll be

helicopter-based for this exercise. Your pilot will take you to several points around the range and there are five targets at each point that you need to hit. You only have a single clip available in each round, so you'd better make every shot count. There's 10 rounds in total.



Accuracy is the key here, as you only have eight bullets to take down five targets in each round. The first stop is the large bridge. Pick off the targets lining the bridge from right to left, but wait for the helicopter to level out

before firing the first shot. Next up is the village. The helicopter's rocket launcher partially obscures the target to the left, so once again, start on the right side and work your way across the village. The third site is the courtyard. Get an idea of where the targets are located, then zoom in and pan right to left to engage the targets. If time allows, wait for the running targets to stop moving before pulling the trigger. At the next site, four enemies are scattered among a rooftop and two destroyed buildings. The smoke may partially obscure some of the targets, but it doesn't stop your bullets. The fifth soldier drops in on a parachute to the right. You must hit him before he descends into an alley. The ruins outside the town make up the next site. Many of these targets are moving, so it may be necessary to lead them just a bit to score a hit. After the ruins, the helicopter makes another lap around the town, covering the same sites as before, beginning with the bridge. The enemies are in the same exact positions at each site. The score earned for each target is based on the amount of time left, so shoot them quickly to earn high scores!

Hotswap Challenge:

THE NORTH DOCKS

Unlocked At: Command Sergeant Major



SCORE REQUIREMENTS

Points Earned	Stars Awarded
60,000	★
150,000	★★
230,000	★★★

This exercise tests your ability to locate and utilize

friendly units at speed. You need to hotswap to the unit indicated on the mini-map, taking the most direct route possible and wiping out any hostile targets along the way. A sequence of units will be presented—you need to reach the final unit before time expires.

This hotswap challenge can get a little tricky, with some of the target units positioned in hard-to-spot locations. For instance, the first swap requires you to swap to a rooftop and look down through an opening in the roof to

swap to the target unit. Toward the end, you need to pilot a light patrol boat to hotswap to a unit on the oil rig. Stay focused on the objective marker on the HUD to track the distance and elevation of each unit. There are also a few weapon challenges thrown in. At the oil refinery, you need to blast a Humvee with an engineer's rocket launcher—make the first shot count because you won't survive long enough to fire a second rocket. Later, you must use an assault rifle to blast three paratroopers out of the sky. Use the mini-map to locate and eliminate them quickly, or else they'll drop you long before they reach the ground. Following the last swap, you must destroy a Sea Ark Stinger patrol boat with a rocket launcher to complete the challenge.



Race Challenge:

BK-1990 MOBILE ARTILLERY

Unlocked At: Warrant Officer



SCORE REQUIREMENTS

Points Earned	Stars Awarded
80,000	★
190,000	★★
310,000	★★★

This exercise tests your skills with the amphibious

BK-1990. You need to complete the course, ensuring you drive through each marker in turn. If you can hit the bonus markers or destroy the hostile targets you'll earn extra points, but watch the clock—time is strictly limited.



Finally, you get a race challenge that allows you to blow things up. The BK-1990 is like an APC, but it has a main gun similar to a tank. As in the previous race challenges, your primary concern is getting through the white

checkpoint markers to put a few more seconds on the timer. But in between the checkpoint markers you have a couple of ways to score some extra points. The bonus markers are all worth 5,000 points, and most of them are along the course, making them easy to pass through. You can also rack up some points by blasting the various vehicles you encounter, including Humvees and light patrol boats. However, be careful when rotating the turret so you don't lose sight of the road. Whatever you do, don't stop to take aim at targets—fire and keep moving. At one point, you need to turn off the main dirt road and move through some water. The BK-1990 is extremely slow in the water, so move as quickly as possible in a straight line to the next checkpoint marker on the opposite bank. As you near the finish, be sure to take out the helicopter that flies over—it's worth 30,000 points!

Weapon Challenge:

FRAG GRENADE

Unlocked At: Chief Warrant Officer



SCORE REQUIREMENTS

Points Earned	Stars Awarded
60,000	★
140,000	★★
220,000	★★★

Okay, let's test your ability with grenades. Frag

Grenades are all about fuse timing and splash damage. If you know how to bowl, you'll know the rules. You need to take down all 10 targets, but you'll only have three grenades available in each round.

Not only is this a fun and addictive challenge, but it also demonstrates the destructive power of hand grenades. At the start of each round, 10 soldiers march out of a warehouse and arrange themselves in a triangle formation—like bowling



pins. The goal is to throw your grenade as close to the center soldier as possible. If thrown accurately, the grenade does the rest, knocking down all of the surrounding soldiers. But if you miss a few soldiers, you have a second chance to pick up a spare. Once the grenade leaves your hand, it travels in an arc-like trajectory. At long distances, you need to elevate your throw to reach the center of the formations. Don't hold the trigger down too long either; otherwise, the grenade will explode in the air. This may work well for nearby formations, but you need to take advantage of the grenade's ability to bounce when aiming for more distant targets. Throwing a "strike" in the tenth round gives you up to two more bonus rounds to score a few more points—keep the streak alive by throwing more "strikes."

Single-Player Challenges

Hotswap Challenge:

THE PLAZA

Unlocked At: 2nd Lieutenant



SCORE REQUIREMENTS

Points Earned	Stars Awarded
90,000	★
190,000	★★
290,000	★★★

This exercise tests your ability to locate and utilize

friendly units at speed. You need to hotswap to the unit indicated on the mini-map, taking the most direct route possible and wiping out any hostile targets along the way. A sequence of units will be presented—you need to reach the final unit before time expires.

The mix of canyons, open plains, and urban areas can make this a somewhat difficult hotswap challenge. From the start, realize that you won't find a single direct path to most of the target units. Instead, you need to make several zigzag



approaches to make line-of-sight contact with units tucked away in low-lying and other obstructed areas. You also need to blast some enemy units along the way. In the canyon, take control of the Little Bird and shoot down two WZ-9 attack choppers. Each WZ-9 has a gunner on the left side, so stay in the middle of their circular route to avoid being shot. Move in close behind the enemy choppers and fire a steady salvo of rockets at them until they explode. At the East Village, you take control of an engineer tasked with stopping an approaching Type 98. Use the rocket launcher's scope to land a couple of hits at long range. Since the tank is moving toward you, it takes three rockets to punch through its thick front armor. Later on, you must use an engineer's shotgun to blast a few Chinese troops at close range. Glance at the mini-map to help locate the enemies and keep moving to avoid incoming fire. If you survive, continue hotswapping until the challenge is complete.

Race Challenge:

APACHE ATTACK HELICOPTER

Unlocked At: 1st Lieutenant



SCORE REQUIREMENTS

Points Earned	Stars Awarded
70,000	★
160,000	★★
250,000	★★★

This exercise tests your Apache piloting and combat

skills. You need to complete the course, flying through each marker in turn. If you can hit the bonus markers or destroy the ground-based targets you'll earn extra points, but watch your altitude—the exercise will end if you stray into the no-fly zone.



Completing this challenge totally hinges on your ability to pilot a helicopter. The course runs through a canyon maze, requiring you to stay at low altitude to pass through the bonus and checkpoint markers. Along the way, you encounter

many enemy vehicles, including FAVs (5,000 pts), Type 98 tanks (10,000 pts), and WZ-9 helicopters (30,000 pts). The bonus markers are worth 5,000 points. Unlike in the previous races, passing through the checkpoint markers adds 25 seconds to the challenge timer, giving you a bit more time to hunt down targets and fly through bonus markers. But you can't move too fast through the canyon, so stay on course. You can survive some minor collisions with the canyon walls, but they inflict some damage on your chopper. Remember to tilt your rotors left and right as needed to perform tight turns.

Weapon Challenge:

SHOTGUN

Unlocked At: Captain



SCORE REQUIREMENTS

Points Earned	Stars Awarded
30,000	★
80,000	★★
135,000	★★★

This is a close-combat simulation with shotguns. You

need to move quickly around the range, locating the hostile targets and taking them out without hitting any friendlies. Each round is timed. The number of hostiles increases as the rounds progress. There are 10 rounds in total.

This is similar to the RPG challenge, but this time you can't afford to miss any of the targets. You must shoot every target in each round before the timer expires. With each successful hit, you receive points, as well as a few extra seconds added to the timer. The score earned for each target is based on the amount of time left, so shoot them quickly to earn high scores. You begin each round at the center of the North Village's courtyard. Scan the mini-map quickly to locate any visible targets from this position. When there are no more targets, hotswap to one of the friendly troops on the village's rooftop perimeter. Upon swapping to a new soldier, scan the mini-map for visible threats, eliminate them, and hotswap to a new soldier. Keep shooting and hotswapping until all threats are eliminated. You must hotswap back to the center of the courtyard before the next round begins. As the challenge progresses, you have to shoot more targets, but with fewer backup troops. By rounds five and six, it may be necessary to move around a bit to make line-of-sight contact with targets and teammates. Just be careful not to shoot your teammates by accident. Not only do you lose the teammate, but some time is knocked off the timer as well.



Hotswap Challenge:

THE VILLAGE

Unlocked At: Major



SCORE REQUIREMENTS

Points Earned	Stars Awarded
90,000	★
180,000	★★
270,000	★★★

This exercise tests your ability to locate and utilize friendly units at speed. You need to hotswap to the unit indicated on the mini-map, taking the most direct route possible and wiping out any hostile targets along the way. A sequence of units will be presented—you need to reach the final unit before time expires.



During this challenge, you must hotswap across great distances to reach the targeted units. As usual, make the most of your elevated units positioned on cliffs and tall buildings to reduce the number of hotswaps necessary to

move across the map. Along the way, you have to complete three weapon challenges. At the canyon, you need to use a mounted machine gun to fire down on several enemy troops. They can fire back, so make quick work of them. Near the plaza, you take control of a tank and eliminate an enemy tank approaching in the distance. Try to destroy the enemy tank at long range because if it gets in close, it poses a threat. Afterward, don't forget to rotate the turret to hotswap to the nearby soldier on the rooftop. Get ready to move after the last swap. You need to use an engineer's shotgun to blast several enemy troops at close range. Make each shot count and keep moving to avoid getting cut down by their automatic fire.

Single-Player Challenges

Race Challenge:

FAST ATTACK VEHICLE

Unlocked At: Lieutenant Colonel



SCORE REQUIREMENTS

Points Earned	Stars Awarded
130,000	★
260,000	★★
370,000	★★★

This exercise tests your abilities with the Fast Attack

Vehicle. You need to complete the course ahead of your rivals, driving through each marker in turn. If you can hit the bonus markers you'll earn extra points, but watch out for hazards en route—this is a dangerous area.



As the last race challenge, it's not surprising that this is the most difficult. Finishing the race is easy enough, but scoring enough points to earn the stars is the real challenge here. There are tons of bonus markers

scattered around the course, each worth 10,000 points. Unfortunately, most of them are positioned in hard-to-reach and potentially deadly locations, such as between two explosive barrels. To safely gather these points, you need to steer carefully and reduce your speed. But collecting all of these bonus points can quickly put you off course. Although the checkpoint markers increase the timer by 25 seconds, there aren't too many of them, so you need to stay on course to keep seconds on the timer. To practice this course, try following one of the AI-controlled FAVs. Tailgate it through the entire course, then speed ahead of it for the win as the finish line comes into view.

Weapon Challenge:

MACHINE GUN

Unlocked At: Colonel



SCORE REQUIREMENTS

Points Earned	Stars Awarded
30,000	★
75,000	★★
200,000	★★★

This exercise requires skill with the machine gun. You

need to take down the approaching targets before they reach your position, simple as that. It's all about survival, so make sure you last for the duration of the challenge—if your position is compromised the exercise is over.

The mini-map is your best friend in this nerve-racking challenge as you attempt to hold a small corner in the plaza. In each round, several enemy troops charge your position with knives drawn. You can't walk around either—all you can do is rotate and

fire. If the enemies get too close, they knife you, abruptly ending the challenge. Since you can't watch every direction at once, you must rely on your mini-map to keep tabs on the approaching enemies. It's extremely important to keep an eye on the flanks, especially the area to the north. To improve accuracy, consider dropping into a crouched or prone position. Although the machine gun has plenty of ammo, fire in short, controlled bursts. By the final few rounds, you actually need to conserve ammunition to deal with all of the enemies, so be prepared to rely more on accuracy than volume of fire.



BACKSTAB

CONQUEST: HEAD-ON



INTELLIGENCE REPORT



MEC forces have gathered to the south of a small village outpost to combat the threat from a newly established US tank base to the North. Mi-24 helicopters have

been deployed in an attempt to counter the power of the US tank division.
A battle between MEC air and US ground forces for control of this strategically important location is about to begin. Control of the village Mosque will be key for both sides.

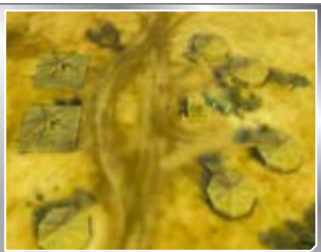
Battle Overview

If they have good helicopter pilots, the MEC forces have the definite advantage at the start of this battle. Using the Mi-24s, they can drop troops over most of the control points before the US forces can reach them in their Humvees and tanks. The Mi-24s can further delay the American advance by blasting their vehicles with rockets and cannon fire. This can buy the MEC team enough time to capture the village control points, in particular the Town Hall and the Mosque—a presence on the northern side of the river is a must.

When facing the threat of aggressive Mi-24s, the US team must fight its way to the Anti-Air Base and take control of the Stinger turrets and the M6 Bradley. Using these anti-air assets, the US team can dampen the threat posed by the MEC choppers, allowing friendly units to advance into the village. The two bridges inside the village are choke points that can work to the US team's advantage. By capturing and holding the Anti-Air Base, the Mosque, and the Town hall, the US initiates a drain on the MEC ticket count. This allows the US to go on defense, using the river as a natural barrier. Enemy traffic from the south can be greatly hindered by mining and booby-trapping the bridges.

Flag 1:
MEC BASE

Initial Control: MEC



The makeshift MEC Base consists of several tents and a couple of helipads, all situated on a hill to the south. Although the base cannot be captured by the US, MEC troops may want to defend this area to prevent the theft of the Mi-24 attack helicopters. Allowing the US to get ahold of one of these choppers could definitely impact the outcome of the battle. An MEC sniper positioned to the east or west of the base can cover both helipads and pick off any invaders. Vehicle rush attacks can also be prevented by mining the roads and areas around the helipads.

MEC BASE ASSETS

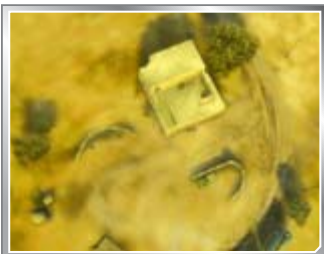
MEC Control	Unit Count
Otokar Akrep	2
Mi-24 Hind	2
Helipad	2
Rocket Turret	1
Medical Crate	1
Ammo Crate	1



Flag 2:

SUPPLY DEPOT

Initial Control: Neutral



The Supply Depot is most likely to fall under MEC control early in the game, due to its close proximity to the MEC Base. This control point produces the extremely valuable BMP-2 for the MEC forces, useful for blasting infantry as well as the US tanks. The BMP-2 alone makes the Supply Depot worth defending.

Whether you're attacking or defending, constant movement is a necessity when approaching this control point. Snipers positioned on the mountain to the east can easily target enemies gathered around the control point's flag. The rocks and shrubs to the west are also good sniper spots for defending this control point. Although the mounted machine guns are useful for peppering enemies attacking from the north, they require the gunners to remain stationary, making them susceptible to snipers.

SUPPLY DEPOT ASSETS

US Control	MEC Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Machine Gun	Machine Gun	3

Flag 3:

EDGE OF TOWN

Initial Control: Neutral

Pinched between a hill to the east and buildings to the west, the flag of this control point sits in a confined courtyard. This makes for some bloody, close-quarters fighting as both sides attempt to convert the flag.

The flag can be accessed from every direction, including the alley to the west. Defenders may want to take up positions on the second floor of the partially destroyed building to the east. The car that spawns near the flag offers quick transportation, making it useful for rush attacks on distant control points, like the Anti-Air Base. Just steer clear of enemy troops, as the car has very little armor.

EDGE OF TOWN ASSETS

US Control	MEC Control	Unit Count
Car	Car	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

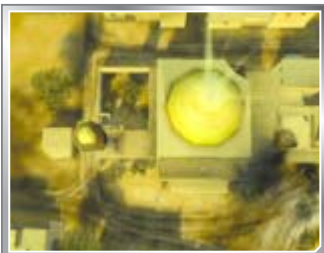
TIP A pickup truck and repair station are located just east of the Edge of Town control point.



Flag 4:

MOSQUE

Initial Control: Neutral



Both sides should race for control of the Mosque at the start of every battle, as this control point is often the center of all the action. In particular, MEC troops should try to take the Mosque early in an attempt to gain a foothold on the north side of the river. The Mosque's flag sits on an upper floor balcony. There are a couple of Mosque entrances—the front one to the south and the side entrance to the west. Once you're inside, there is only one path to the flag, presenting various opportunities for ambushes and booby traps—beware the beeping sound of a C4 charge. Attackers and defenders should both drop prone (or at least crouch) while on the Mosque's balcony to avoid falling victim to enemy snipers. While converting the flag, keep your sights focused on the balcony's doorway and take cover behind the flagpole.

MOSQUE ASSETS

US Control	MEC Control	Unit Count
HMMWV	Otokar Akrep	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

Flag 5:

TOWN HALL

Initial Control: Neutral

TOWN HALL ASSETS

None



Although the Town Hall has no assets, it's just as geographically significant as the Mosque. Likewise, its flag is also located on a second floor balcony, requiring troops to infiltrate the building before claiming this control point. Since the western doorway is the only entrance, the corridor beyond is often a favorite camping spot for defenders. There are two doorways leading out to the balcony, making for a somewhat paranoid experience when converting the flag. Be prepared for counterattacks through either doorway or put your mind at ease by booby-trapping the adjoining corridor with C4. Defending the Town Hall can be accomplished with troops positioned inside the structure or on the rooftops to the north, where two north-facing machine guns are mounted. Snipers positioned on these rooftops can cover the Town Hall's flag, as well as pick off troops at the Edge of Town and Supply Depot.

TIP If you find yourself under siege at the Town Hall, try escaping through the upper floor window on the eastern side. Open your parachute on the way down to avoid taking fall damage.

Flag 6:

ANTI-AIR BASE

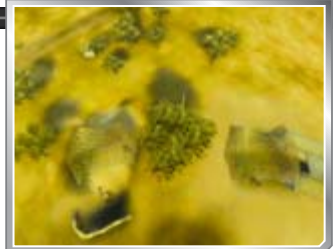
Initial Control: Neutral

ANTI-AIR BASE ASSETS

US Control	MEC Control	Unit Count
M6 Bradley	Otokar Akrep	1
Stinger Turret	Stinger Turret	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

is to shoot down the enemy attack helicopters. The US should capture this control point early and use its anti-air assets to down the enemy Mi-24s before they can target the M1A2 tanks moving into the town. Like the Supply Depot, the Anti-Air Base is surrounded by relatively open terrain, offering little cover from snipers. This is great for defenders, but bad for attackers since the flag sits out in the open with little available cover. For best results, attackers should rush this flag in an armored vehicle.

TIP A large trench system runs along the eastern side of the Anti-Air Base, beginning near the paved road to the southeast. Attackers can avoid crossing the open spaces surrounding the control point by using this partially covered trench.



Flag 7:

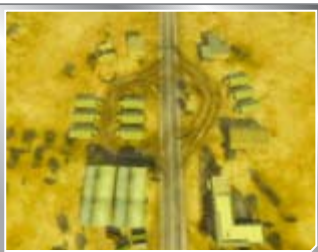
US BASE

Initial Control: US

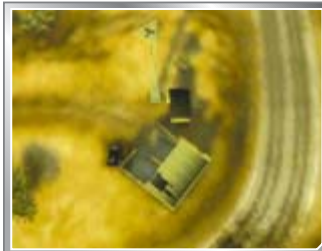
US BASE ASSETS

US Control	Unit Count
HMMWV	2
M1A2	2
Helipad	2
Medical Crate	1
Ammo Crate	1

Although not quite as tempting a steal as the MEC Mi-24s, the US M1A2s are the only tanks on the map, and they spawn at the US Base. Tank theft probably isn't the highest priority of the MEC forces, but it's likely to happen at some point in the battle and may have a serious impact on the outcome. To prevent such thievery, at least one US player should stay behind and keep watch over the vehicle spawn points. The US Base is equipped with two Stinger turrets capable of destroying any MEC helicopters that attempt attacks on the vehicle spawn points or the Anti-Air Base to the south. Placing mines on the main road to the south can also deter ground-based vehicular rush attacks. As such, the engineer kit is ideal for this defensive job.



COMMAND COMPUTER



The map's command computer is located just northeast of the Town Hall, on the first floor of the partially destroyed building near the main road. Given the starting positions, the US has the best opportunity to dominate this area of the map. This is another reason the MEC should attempt to capture and hold the Town Hall early in the game. Campers are likely to take positions on the top floor just above the computer, so proceed cautiously.

CTF



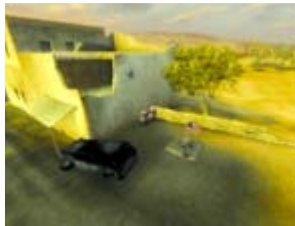
CTF Overview:

This CTF match is centered around and inside the village, requiring both sides to cross the river to reach their opponents' flags. The bridges at the center of the map are likely to be mined and booby-trapped, making vehicular river crossings a serious hazard. Both teams are better off staying on foot when attacking. The vehicles are best suited for defense.

Available Vehicles:

- Pickup Truck (1)
- Car (1)
- M6 Bradley (2)
- BMP-2 (2)

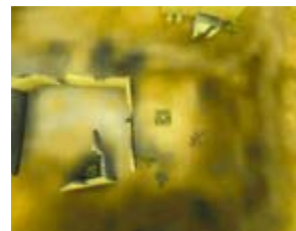
US FLAG



The US flag is located on the outskirts of the village, north of the Town Hall. Defenders can halt vehicle attacks by tossing mines along the surrounding streets, as well as near the flag itself. The second floor of the building to the west can be accessed via a stairway on the nearby street. US defenders can take up positions here to cover the flag through the hole in the wall. The rooftop to the southwest is also another good defensive position.

MEC FLAG

MEC snipers have an easy time defending this flag, due to the open surroundings. As in the conquest mode, the hills to the east are a popular sniping spot, offering a good view of the flag. Defenders can also take up positions on the second floor of the partially destroyed building to the west, near the Edge of Town. The smoke from the burning car next to this structure provides some concealment. The alley just north of the flag, connected to the footbridge by the Town Hall, is an extremely high-traffic area. MEC special ops can score some easy kills by booby-trapping this path with C4.



THE BLACK GOLD

CONQUEST: ASSAULT

LEGEND

Black = Convertible
 Blue = US Control Only
 Red = MEC Control Only

● = Medical
 ● = Ammo
 ● = Repair
 ● = Stationary

6: US Base

Scout Helicopter (1)
 Transport Helicopter (2)
 Boat (4)
 Stinger Turret (2)
 Medical Crate (1)
 Ammo Crate (1)
 Helipad (3)

5: Mar 5

Medical Crate (1)
 Ammo Crate (1)

3: Mar 3

Attack Helicopter (1)
 Medical Crate (1)
 Ammo Crate (1)
 Helipad (1)

4: Mar 4

Medical Crate (1)
 Ammo Crate (1)

1: Olin 1

Medical Crate (1)
 Ammo Crate (1)

2: Olin 2

Medical Crate (1)
 Ammo Crate (1)

INTELLIGENCE REPORT



The MEC have lost a small air base off the coast to a US surprise attack and have been forced to retreat to an off-shore oil rig. The US, fearing the MEC counterattack,

launch a pre-emptive strike with S-26 attack boats and UH-60L choppers.

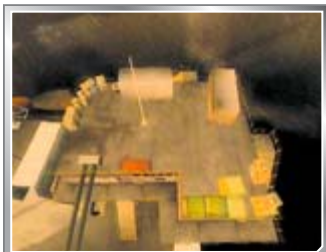
The MEC, however, have an ace up their sleeve, an Mi-24 attack helicopter is ready to engage the US forces in the air.



Flag 1:

OLIN 1

Initial Control: Neutral



This flag sits atop the roof of a building on the northeastern corner of platform Olin. As the closest neutral control point to the US Base, it's likely to be converted early by the US team dropping troops out of their Blackhawks.

Troops who aren't inserted by air can access the rooftop using either the northern or eastern ramps. The pipes to the south are also a potential access point for those taking the high ground approach from the Olin 2 control point to the southwest. On the western side of this building (at platform level) is an access ramp leading to a series of ramps and catwalks below. This is the quickest path to reach the light patrol boat below the eastern platform. It's also a popular avenue of attack for those attempting an amphibious assault on this control point.

Battle Overview

At the start of this battle, the US team must quickly make up for its control point deficit to halt the steady drain of its ticket count. This can be accomplished quickly by using the Blackhawks to drop troops over the two neutral control points on the eastern platform. Meanwhile, the Little Bird should harass the Mi-24, preventing it from attacking the Blackhawks during their critical troop drop. Once the US forces have a presence on the oil rig, they can even up the ticket count by using all three helicopters to weaken MEC positions on the western platform, taking over one control point at a time until their opponents have nowhere else to spawn.

Although the MEC forces begin the battle with a significant advantage, they must work hard to sustain it. The first priority is to maintain control of the western platform by defending all three control points. Next, they must prolong the capture of the two eastern control points for as long as possible to maintain the drain on the US ticket count. The Mi-24 can help by engaging incoming choppers and boats, but ultimately it's up to the infantry to keep US troops off the oil rig. The longer the MEC can hold the majority of the control points, the more tickets the US team will lose. Given the overwhelming firepower possessed by the US, this is the best chance the MEC team has at attaining a victory.

OLIN 1 ASSETS

US Control	MEC Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP The two light patrol boats beneath each platform are not connected to any particular control point. These boats continually spawn at their respective docks throughout the battle.

The Black Gold



Flag 2:

OLIN 2

Initial Control: Neutral

The upper-level platform on which this flag is positioned can be accessed from multiple directions, making this general area difficult to defend. However, the flag itself is tucked away amongst some crates and a shipping container on the southwest corner. Unless dropped in by air, anyone attempting to convert this control point must pass along the narrow walkway to the east of the flag. In doing so, they must walk past an open storage container—the ideal spot for an ambush. Always assume a camper is inside the storage container, and consider tossing a grenade inside before rushing to the flag.

OLIN 2 ASSETS

<i>US Control</i>	<i>MEC Control</i>	<i>Unit Count</i>
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

Flag 3:

MAR 3

Initial Control: MEC

Mar 3 is the most important control point to the MEC forces, as it spawns their only attack helicopter. Although the Mi-24 is greatly outnumbered by the US choppers, it can still have a great impact on the battle if manned by a competent pilot and gunner.

Early on it's most useful for shooting down the incoming US helicopters. But its rockets and chin-mounted cannon are also great for blasting US invaders off the oil rig. The Mi-24 spawns on a helipad on the eastern side of platform Mar. The control point's flag is located on a lower platform to the north. Since Mar 3 is next to the bridge connecting the two platforms, MEC defenders should take steps



MAR 3 ASSETS

<i>US Control</i>	<i>MEC Control</i>	<i>Unit Count</i>
—	Mi-24	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Helipad	Helipad	1

TIP The helipad at Mar 3 is the highest accessible point on the oil rig—at least for those on foot. This makes it a great, but somewhat predictable, sniper perch. Always drop prone to minimize your silhouette.



to guard both the helipad and the flag area, particularly if the US team takes control of the two eastern control points.



Flag 4:

MAR 4

Initial Control: MEC

This control point is located on the southwest corner of platform Mar. The raised dais on which the flag sits can be accessed via a couple of ramps, both on the western side. By simply covering these two ramps, the MEC defenders can hold off most US assaults—C4 charges placed at the top of each ramp work well. But the open space around the flag and lack of tall obstacles make it possible for US chopper pilots to drop teammates onto this control point from the air. Therefore, defenders should occasionally glance upward to scan for helicopters and parachutes.

MAR 4 ASSETS

<i>US Control</i>	<i>MEC Control</i>	<i>Unit Count</i>
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

Flag 5:

MAR 5

Initial Control: MEC

MAR 5 ASSETS

US Control	MEC Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP The oil rig is not equipped with any defensive weapons. Therefore, the machine guns used by support troops and the shoulder-mounted rocket launchers carried by engineers are the best options for MEC defenders when it comes to repelling the US choppers.



Of all the control points, Mar 5 is the only one that sits on the base level of the platform. With no ramps or catwalks to traverse, it's a popular target of attacking US troops. Fortunately, the flag is somewhat protected—sandwiched between two storage containers. Defenders are best off watching this flag from a distance, like from the two catwalks ringing the structure to the north. From here, defenders can monitor the flag and engage attackers attempting to convert



it—grenades work well. The open storage container on the south side of the flag is also a good hiding spot, especially if you like to engage enemies at close range.

Flag 6:

US BASE

Initial Control: US

As the staging area for the US assault on the oil rig, the US Base produces several helicopters and boats. Although this base cannot be captured by the MEC forces, it still should be defended from the inevitable strafing runs performed by the Mi-24. Fortunately, two Stinger turrets flank the helipads, providing more than adequate air defense. Make sure at least one of these turrets is manned whenever friendly troops are en route to the oil rig. The loss of a single helicopter or boat could result in the deaths of up to five teammates. The agile AH-6J Little Bird should also cover the assault, using its rockets and cannons to engage the Mi-24.

US BASE ASSETS

US Control	Unit Count
AH-6J	1
UH-60	2
Sea Ark Stinger	4
Stinger Turret	2
Medical Crate	1
Ammo Crate	1
Helipad	1



The Black Gold

CTF

LEGEND

- = Medical
- = Ammo



CTF Overview:

In this match, both sides face off on the oil rig, with the US on the western platform (Mar) and the MEC on the eastern platform (Olin). Since the rig is surrounded by water, there are only two practical avenues of attack for both factions. The most obvious is the bridge connecting the two platforms. This is by far the quickest way to access the opposing team's platform, but given the heavy traffic, it's also the deadliest. The other option is to use the boats beneath the platforms to conduct amphibious assaults. Each platform has two docks. When attacking by boat, make sure you land at the dock closest to the enemy's flag to limit your exposure once on the platform.

Available Vehicles:

- Light Patrol Boat (2)
- Sea Ark Stinger (2)

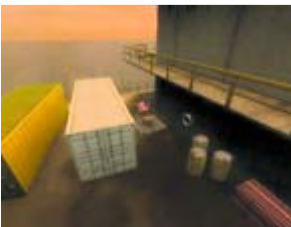
TIP A ventilation duct runs below the bridge connecting the two platforms. To avoid the carnage and mayhem on the bridge above, use this lower path for a stealthier advance.



US FLAG



Positioned on the southwest corner of platform Mar (near Mar 4), the US flag is crowded by a structure to the west and a storage container to the east. This makes the flag a little difficult for defenders to cover from a distance unless they can manage a good angle from the north. Instead of babysitting the flag, the US team is better off running patrols and covering the major access points to the platform, including both access ramps leading to the docks below.



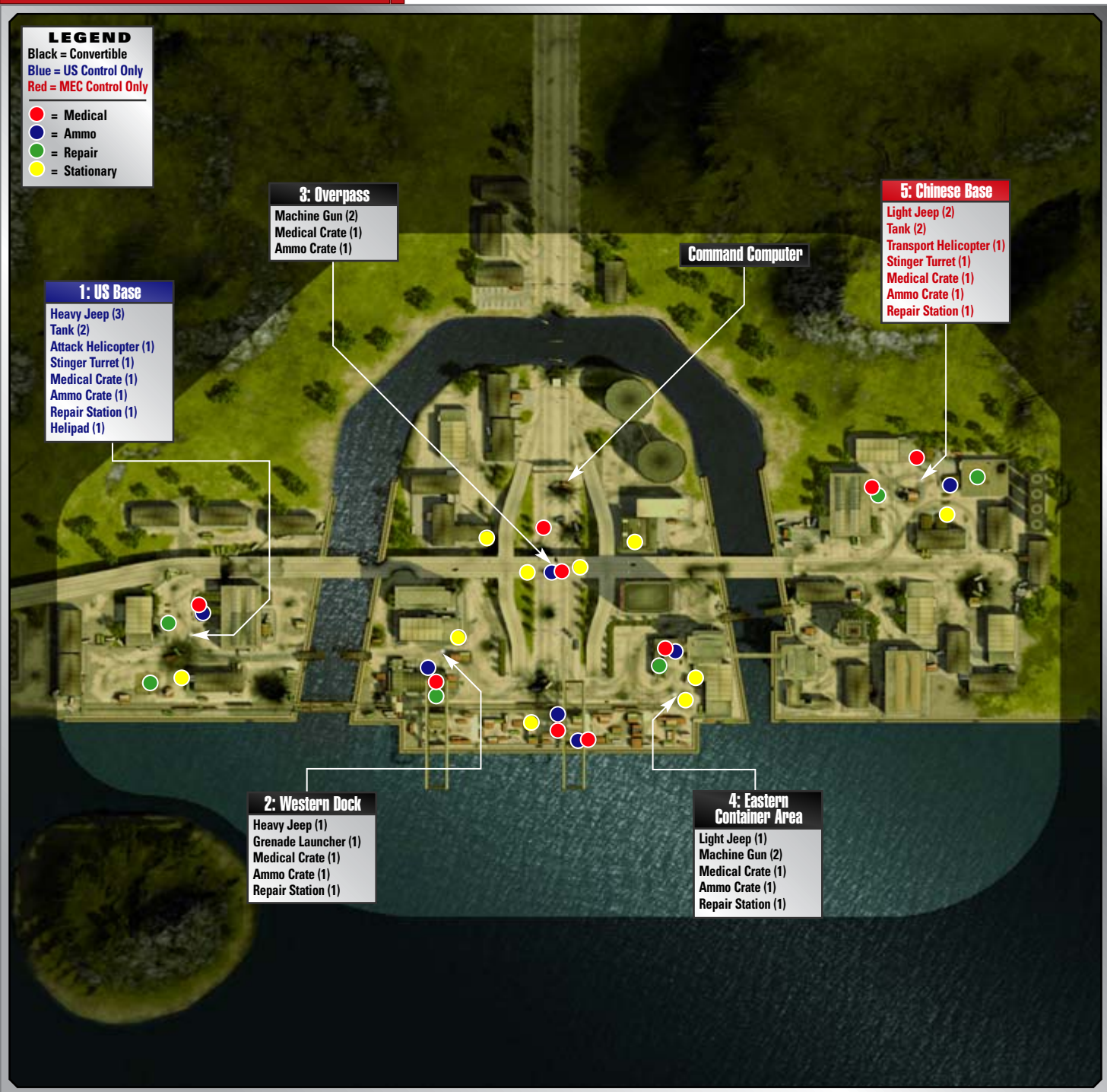
MEC FLAG

The MEC flag is located at the western base of the building where the Olin 1 flag is positioned in conquest mode. Given the open area around the flag, it can be covered from multiple elevated positions on the platform. Defenders should pay particular attention to the nearby access ramp leading up from the boat docks below. Attackers attempting to bypass the bridge use this ramp frequently.



BRIDGE TOO FAR

CONQUEST: HEAD-ON



Bridge Too Far

INTELLIGENCE REPORT

US and Chinese forces clash in a battle over a vitally important industrial harbor on mainland China. The



area is dominated by a large highway overpass control of which is the key to control over the entire area.

Chinese forces have been spotted mobilizing T-98 tanks and WZ-9

heavy transport choppers in the region. US forces have landed supported from the air by AH-64D gun ships and on the ground by M1A2 tanks.

Battle Overview

The fight for this harbor facility is largely won on player skill, given the symmetry of the map and nearly identical starting assets possessed by both teams. But even though there are only three control points up for grabs, there's still room for some strategy. Instead of spreading forces thin among all three control points, each team must capture only two to initiate and maintain a ticket drain on the opposing team. The Overpass is a black hole of death on this map, as the US and Chinese forces converge on this point from both directions on the highway. Most players head for this control point simply because it's the easiest spot to reach from their base. As such, the Overpass is likely to change hands several times during each round. Both sides have a much easier time holding on to the Western Dock and Eastern Container Area. The team that manages to capture and hold these two control points for the duration of the battle is the most likely to win.

Flag 1:

US BASE

Initial Control: US



The US Base provides several different vehicles, allowing players to quickly advance on the neutral control points to the east during the opening moments of a round. The Apache and Humvees are particularly useful for facilitating quick flag captures. There are three main exits out of the base. The highway to the north heads east and eventually leads to the Overpass control point. By taking either the damaged bridge or railroad bridges to the south, US troops can gain quick access to the Western Docks. However, only Humvees and FAVs can muster enough speed to jump the gap in the destroyed bridge. In any case, drivers should completely fill their vehicles with teammates before racing off to the east, as it's a long walk to the nearest control points. Like any base, the US



Base cannot be captured, but protecting the vehicles from theft and sabotage should be a concern of any defenders staying behind. The Stinger turret can also come in handy if the base comes under attack by the Chinese WZ-9.

US BASE ASSETS

<i>US Control</i>	<i>Unit Count</i>
HMMWV	3
M1A2	2
AH-64	1
Stinger Turret	1
Medical Crate	1
Ammo Crate	1
Repair Station	1
Helipad	1

TIP The damaged bridges near the US and Chinese bases can be jumped with either Humvees or FAVs. High speed and proper alignment are necessary to successfully jump the river.



Flag 2:

WESTERN DOCK

Initial Control: Neutral

WESTERN DOCK ASSETS

US Control	Chinese Control	Unit Count
HMMWV	HMMWV	1
Grenade Launcher	Grenade Launcher	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

TIP A lone Stinger turret is hidden among the shipping containers just southeast of the Western Dock control point. Use it to help defend the Western Dock and Eastern Container Area from helicopter attack.



As the nearest neutral control point next to the US Base, the Western Dock is likely to be captured by the US team early in the battle. The control point's flag is located in an alley between two buildings, making the area pretty easy to defend. A garage in the southern building spawns a Humvee and is also equipped with a repair station. Along the eastern side of the northern building is a small balcony with a mounted grenade launcher. This can be used to engage enemies to the east, but it can't rotate enough to cover the flag. Defending engineers may want to place mines at the eastern and western ends of the alley to help prevent vehicle rush attacks. The garage's southern entrance is also a potential breach point, but it can be effectively locked down with mines or C4.



Flag 3:

OVERPASS

Initial Control: Neutral

OVERPASS ASSETS

US Control	Chinese Control	Unit Count
Machine Gun	Machine Gun	2
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

The Overpass doesn't spawn any vehicles, but geographically it's the most valuable control point on the map, providing the captor with a spawn point in the center of the battlefield. Another attractive feature is its inaccessibility. Sure, a long highway runs to the east and west, but both directions are covered by machine guns capable of destroying approaching Humvees and FAVs long before they're near the flag. However, tanks and helicopters do pose a serious threat to this control point and its defenders. Engineers should place mines along the freeway and be prepared to take shots at enemy helicopters with their rocket launchers. The nearby command computer (to the north) is another perk of this control point.

TIP The Overpass can use some heavy firepower. Consider parking a tank behind the crates and sandbags. Using these objects for cover greatly increases the lifespan of a defending tank.

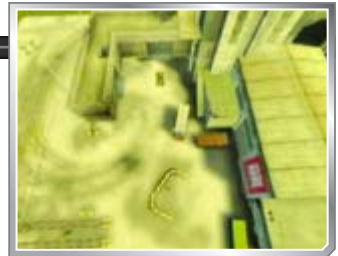


Bridge Too Far

Flag 4:

EASTERN CONTAINER AREA

Initial Control: Neutral



EASTERN CONTAINER AREA ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
FAV	FAV	1
Machine Gun	Machine Gun	2
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

TIP Although the skyscraper rooftops are inaccessible on foot, helicopters can drop snipers onto them for some incredible views. The high elevation allows snipers to spot and engage targets at all of the control points.



The Eastern Container Area is well within the Chinese sphere of influence, due to its close proximity to their base. This control point has similar assets and characteristics to the Western Docks on the opposite side of the map, including a garage with a repair station.

With buildings to the north and east, attackers must usually approach from the west, where they risk confronting the control point's western-facing machine guns. One of these machine guns is near the flag behind some sandbags, and the other is on a rooftop to the east. The garage opening in the northern building is the safest way for attackers to flank the machine gun positions. A stairway in the northwestern garage leads to a rooftop and a series of elevated catwalks running east across the river. If the US troops capture this control point, they

can use these catwalk positions to engage enemies approaching from the Chinese Base to the northeast. The same catwalk system can serve as a backdoor approach for Chinese infantry attacking the Eastern Container Area from their base.

Flag 5:

CHINESE BASE

Initial Control: China

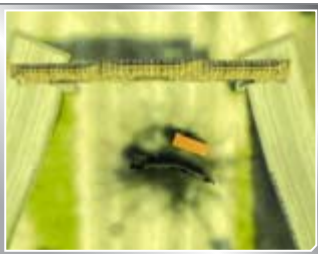


An industrial park in the northeast corner of the map serves as the Chinese Base. In terms of assets, this base is nearly identical to its counterpart to the west. However, there are some subtle differences. For one, there is no railroad bridge to the south. Still, Chinese troops can cross the river to the west at three points. Infantry can cross using the upper level catwalk to the south, which connects to the buildings near the Eastern Container Area. Just below the catwalk is another damaged bridge that can only be jumped by FAVs or Humvees. But most traffic from the base is likely to cross the river using the highway, as it's the most convenient path to the west.

CHINESE BASE ASSETS

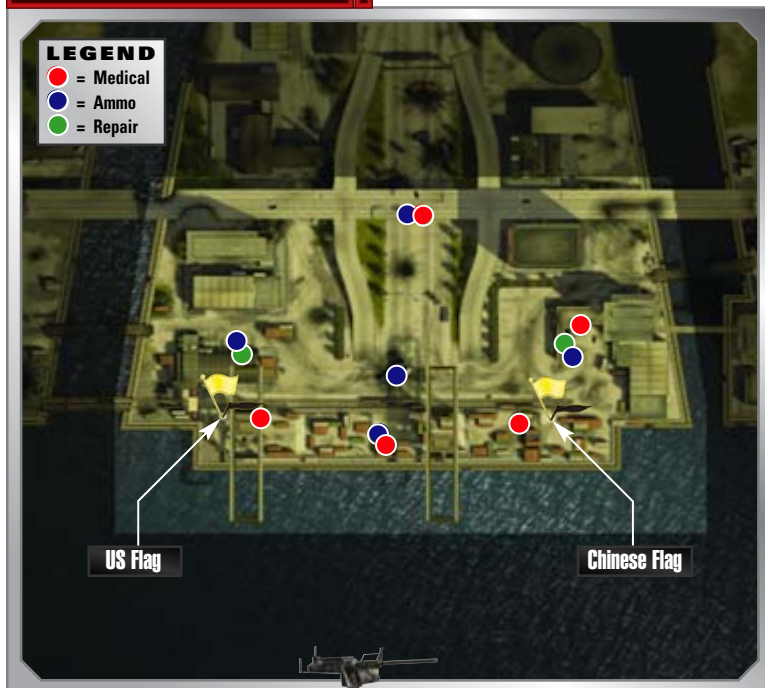
<i>Chinese Control</i>	<i>Unit Count</i>
FAV	2
Type 98	2
WZ-9	1
Stinger Turret	1
Medical Crate	1
Ammo Crate	1
Repair Station	1
Helipad	1

COMMAND COMPUTER



Those looking to rain artillery on their foes can find the command computer just north of the Overpass. The computer is resting along the north side of an overturned big rig. The charred truck and flatbed trailer provide some much-needed cover when accessing the computer. Given the lack of overhead cover on this map, artillery strikes are absolutely devastating. However, be careful when targeting the nearby Overpass. Stay behind the truck until all of the incoming shells have detonated.

CTF



CTF Overview:

The action in this match is restricted almost entirely to the docks, with the US flag to the west and the Chinese flag to the east. By using the Humvees and FAVs, both sides can quickly move from one side of the map to the other. But in most cases, flag capture is best performed on foot, using the maze of shipping containers along the south end of the docks for cover.

Available Vehicles:

HMMWV (2)

FAV (2)

TIP The Humvees and FAVs aren't heavily armored and should avoid the heavy fighting of the mid ground between the two flags. By racing along the narrow strip of land along the south side of the docks, or the overpass to the north, the vehicles can avoid most small arms fire. However, this may only work for a few flag captures before the opposing team gets wise and places mines along these paths.



US FLAG



Partially protected by railroad cars and shipping containers, the US flag sits below the large cargo crane to the west. Due to the obstacles to the south, most vehicle rush attacks are likely to come from the north. Therefore, defending engineers should always keep a fresh set of mines along the northern and western sides of the flag.

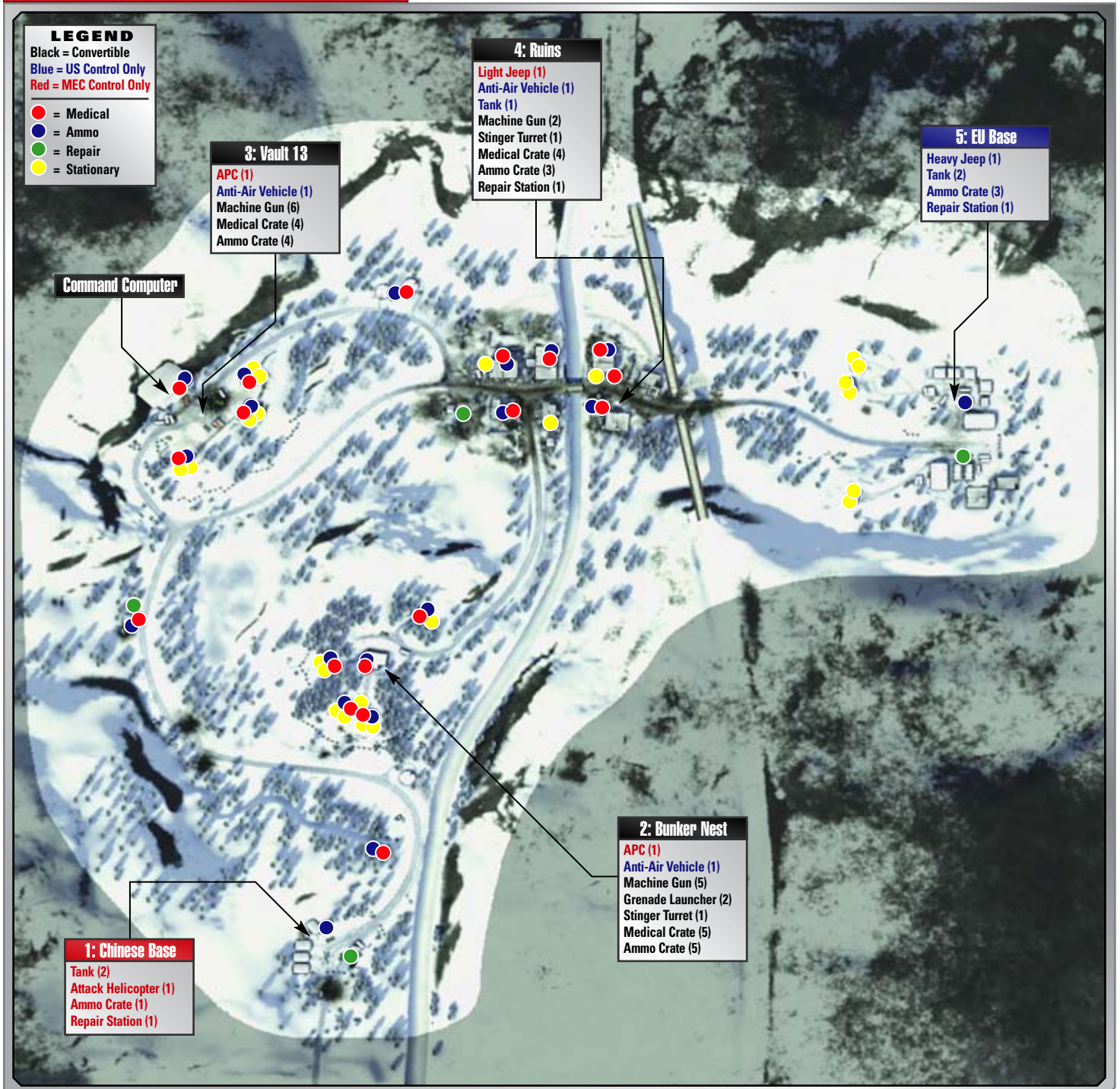
CHINESE FLAG

There's more open space around the Chinese flag, making it easier for vehicles to maneuver. Still, mines placed along the railroad tracks to the north should keep enemy vehicles out. The Chinese team should also make use of the FAVs for defense, utilizing their rapid-firing grenade launcher to blast any opponents who get near the flag.



COLD FRONT

CONQUEST: HEAD-ON



INTELLIGENCE REPORT

Chinese forces are poised to attack the well protected EU base established during operation "ColdFront."



EU forces are reinforcing their position to hold the pass and prevent Chinese invasion forces from gaining a foothold.

The Chinese, whilst outgunned by the EU on the ground, have aerial support in the form of WZ-9 helicopters. The Europeans will need to use their tactical high ground to maintain control over the area or risk being pushed back.



Flag 1:

CHINESE BASE

Initial Control: China



Given the monumental task ahead of the Chinese team, the Chinese Base doesn't provide that many assets. But if used effectively, the two Type 98s and the WZ-9 are enough to launch a proper attack. There are two main paths out of the base, both leading north. The road winds through the forests to the north and can be used by the tanks (and infantry) to directly attack the Bunker Nest and Vault 13. A sneakier path is the frozen riverbed running along the eastern side of the base. By following this sunken pathway, Chinese troops can sneak up on the Ruins far to the north. Back at the base, the Chinese team should consider leaving some defensive units behind. Although the base can't be captured, protecting these vehicles from theft and sabotage should always be a concern.

Battle Overview

Only a smart and well-organized Chinese team has a chance of pulling off a victory in this lopsided affair. The Chinese troops begin the battle with a ticket drain. To halt this bleed on their ticket count, they must quickly capture two control points. Although the Bunker Nest is the closest, it's also the hardest to take. They're better off going for Vault 13 and the Ruins. The Type 98s can use the frozen river to advance on the Ruins while the WZ-9 conducts an aerial assault on Vault 13. If these assaults go well, the Chinese have a much easier time assaulting the Bunker Nest from their new spawn points to the north.

Overconfidence is often the undoing of the EU team. Although it has the early advantage, at least two of its starting control points must be held to maintain the edge—don't attack the Chinese Base, it won't do any good. The EU team should keep the M6 Bradleys back where they spawn to help defend the control points against WZ-9 attacks. But the Leopard tanks spawned at the EU Base should be pushed to the front lines to help knock out the advancing Type 98s. No matter what the situation, the EU team should always try to hold on to Vault 13 to maintain access to the command computer. Artillery strikes called in on the Chinese Base are absolutely devastating and potentially demoralizing.

CHINESE BASE ASSETS

Chinese Control	Unit Count
Type 98	2
WZ-9	1
Ammo Crate	1
Repair Station	1

TIP The straight and even terrain make the frozen river an ideal highway for moving tanks north and south. Don't worry; the ice won't crack.



Flag 2:

BUNKER NEST

Initial Control: EU

BUNKER NEST ASSETS

<i>EU Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
M6 Bradley	BMD-3	1
Machine Gun	Machine Gun	5
Grenade Launcher	Grenade Launcher	2
Stinger Turret	Stinger Turret	1
Medical Crate	Medical Crate	5
Ammo Crate	Ammo Crate	5

Set on a hilltop at the center of the map, the Bunker Nest serves as a frontline position at the start of the battle and is most likely to take the brunt of the Chinese attack. But the EU units starting here have plenty of defensive options. The flag is located at the center of the facility, next to a large concrete structure. There are a total of four perimeter bunkers surrounding the control point's flag. The two bunkers to the south are each equipped with a machine gun and a grenade launcher. These bunkers and their weapons are useful for covering the southern road leading out of the Chinese Base. However, they're likely to come under heavy fire by tank shells and helicopter rockets, not to mention snipers. The western bunker is armed with two machine guns covering the road leading to Vault 13. Another bunker is positioned to the northeast. It's not particularly useful, but its machine gun has a good view of the northern road leading into the facility. The WZ-9 is always a serious threat, but this control point is well-equipped to deal with air attacks, thanks to the Stinger turret (near the southern bunkers) and the M6 Bradley that spawns here for the EU. Despite its heavy fortifications, the control point has a weak spot on its eastern side. While the terrain and trees prevent vehicles from advancing along this slope, infantry can quickly ascend the hill and assault the flag area.



Flag 3:

VAULT 13/COMMAND COMPUTER

Initial Control: EU

Vault 13 houses the map's command computer, often making this the site of some heated firefights. Sitting on a slight hill at the base of a mountain, there is one main access road to the control point, running north and south, right past the flag. Three bunkers (each equipped with two machine guns) overlooking areas to the north, east, and south are decent lookout positions, but they can be quickly flanked by fast-moving units. The ease of vehicle access to this control point makes it a strong candidate for rush attacks, particularly from the air. When on defense, the EU should always

VAULT 13 ASSETS

<i>EU Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
M6 Bradley	BMD-3	1
Machine Gun	Machine Gun	6
Medical Crate	Medical Crate	4
Ammo Crate	Ammo Crate	4

TIP Along the road just south of Vault 13 is a repair station, as well as ammo and medical crates. Tanks positioned near the repair station can effectively shut down this road to all enemy traffic.



keep the M6 Bradley nearby to protect the control point from the WZ-9. Placing mines along the road is also a good idea. The command computer is located inside the mountain facility, behind the large, steel door. It can be accessed by ascending a set of stairs and entering the room overlooking the control point. The confined access point to the computer provides defenders with multiple ambush opportunities. When calling in artillery strikes, try to focus high concentrations of enemies on areas with little overhead cover, like the Ruins or the two bases.

Flag 4:

RUINS

Initial Control: EU

RUINS ASSETS

<i>EU Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
M6 Bradley	FAV	1
Leopard 2 A5	—	1
Machine Gun	Machine Gun	2
Stinger Turret	Stinger Turret	1
Medical Crate	Medical Crate	4
Ammo Crate	Ammo Crate	3
Repair Station	Repair Station	1

TIP The large bridge to the east of the Ruins is a popular sniper perch, but it can only be accessed by troops dropped from a helicopter. From this height, snipers can pick off enemies at the EU Base, the Ruins, and even Vault 13.



Be prepared for some intense urban combat in this bombed-out town. All of the buildings lining the main road can be accessed by infantry. Using the buildings for cover, infantry can quickly advance through the town and assault the flag position on the eastern edge of town. To prevent such close-quarter attacks, the EU defenders should take up positions on the perimeter of the town to keep enemy troops out. Vehicle

traffic can be restricted by placing mines along the road, as well as on the frozen river to the south. Air attacks are another threat but can be confronted with either the M6 Bradley or the Stinger turret on a rooftop to the west. The flag itself can be covered by infantry positioned in the surrounding buildings. Across the street from the flag is a building with a machine gun mounted on the second floor—ideal for blasting invaders.



Flag 5:

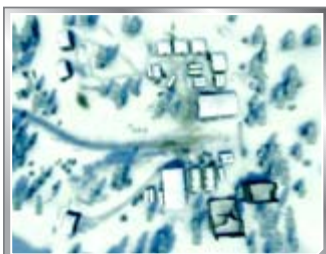
EU BASE

Initial Control: EU

EU BASE ASSETS

<i>EU Control</i>	<i>Unit Count</i>
Eagle MTV	1
Leopard 2 A5	2
Ammo Crate	1
Repair Station	1

Tucked away in the northeast corner of the map, the EU Base is easily forgotten. After all, it's far from the initial action, and it can't be captured by the Chinese. However, the battle can be made much easier for the EU if they put the base's assets to use elsewhere on the map. The two Leopard tanks are useful for defending the Ruins and Vault 13, as well as the roads near the Bunker Nest. It's important that a few team members remember to spawn back at the base and move the newly spawned vehicles up to the front lines. If the EU team neglects its base, it leaves the base open for the Chinese team to steal the tanks and attack the Ruins from the east.



Cold Front

CTF

LEGEND
● = Medical
● = Ammo



CTF Overview:

This CTF battle is restricted solely to the Ruins, with the EU holding the eastern side of the town and the Chinese defending the west. Although each side has access to a BMD-3, these APCs won't last long in this heated battle. So keep them back for defense. Infantry is most effective. Instead of charging down the street, dash from building to building for cover—the engineer's shotgun is well suited for the close combat you're likely to encounter. Both flags are located on second floors of buildings, so always be prepared for ambushes. Grenades should be deployed before moving in for the flag capture.

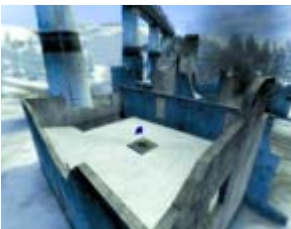
Available Vehicles:

BMD-3 (2)

EU FLAG



The EU flag is located on the second floor of the building on the northeast edge of town. There are two main approaches to the flag, the most obvious being the staircase to the east. But Chinese troops can also assault the flag from the tall staircase to the southeast. With two potential access points, defenders need to watch both staircases.

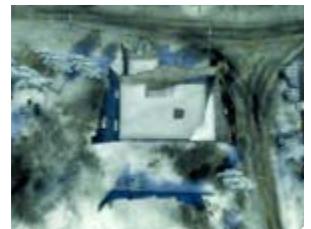


TIP The tall, winding staircase to the south of the EU flag is a great defensive camping spot. From this position, you can keep an eye on the flag and anyone who approaches it. Either fire down on them or detonate C4 at the right moment.



CHINESE FLAG

Located on the opposite side of town, the Chinese flag is also positioned on the second floor of a building. However, this flag can only be reached via the staircase on the north side. Special ops defenders can have fun setting C4 booby traps at the top of the stairs. Campers can also cover the stairs from the northwestern corner and shoot attackers in the back as they rush toward the flag.

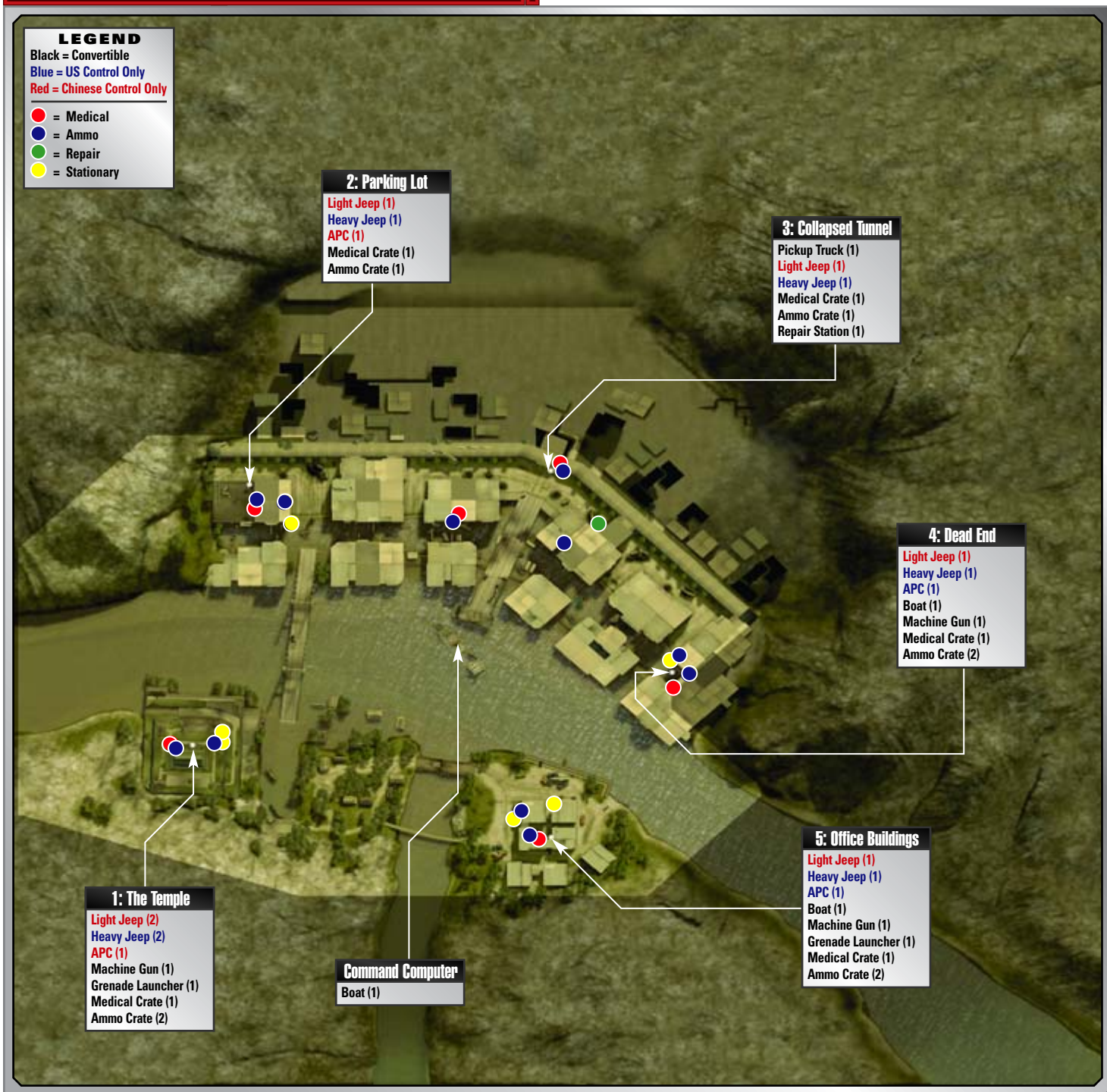


TIP Score a few quick kills by ducking in the frozen river and picking off some of the cross traffic with automatic fire. The support soldier's light machine gun is perfect for covering this narrow field of fire. Just don't make a habit of camping here. Get your kills and move on before your victims spawn back in and attempt to retaliate.



DAMAGE

CONQUEST: DOUBLE ASSAULT



Dammage

INTELLIGENCE REPORT

The Three Gorges Dam has been badly damaged in a US bombing raid and has left the city flooded. The



Chinese army have set up base in a temple close to the one remaining bridge in an attempt to prevent US forces from gaining control over a vital supply route.

Both sides will try to take control of the flooded city. The Chinese are expected to deploy tanks whilst the US are trying to gain the upper hand with the use of the amphibious LV-300 medium attack vehicle.

Battle Overview

All of the control points are up for grabs in this double assault battle as the Chinese and US teams fight for total control of the flooded city. The US forces must maintain control of the Office Buildings while quickly moving out to capture the Dead End and Collapsed Tunnel with their LAV-300 and Stinger patrol boat. Capturing and holding these (or any) three control points causes the Chinese team to hemorrhage tickets. Once three control points are held, small-scale assaults on the Temple and Parking Lot can commence.

The Chinese should also focus on quickly grabbing two neutral control points before grinding against US-held positions. Thanks to its incredible speed, the FAV can reach the Collapsed Tunnel before any US vehicle. Meanwhile, the BMD-3 and infantry should be sent north to grab the Parking Lot. In the opening moments of the battle, it's also a good idea to launch some small infantry attacks against the Office Buildings, as there's a good chance the US troops have completely vacated their starting control point.

Flag 1:

THE TEMPLE

THE TEMPLE ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
HMMWV	FAV	2
—	BMD-3	1
Machine Gun	Machine Gun	1
Grenade Launcher	Grenade Launcher	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	2

TIP East of the Temple, there are several small houses lining the riverbank. Snipers can hide among these flooded houses and engage enemy troops attempting to use the command computer on the wrecked cargo vessel to the north.



Initial Control: China

The Temple serves as the Chinese staging area for this assault, but it is not a base. It can be captured, just like all of the other control points on the map. The Chinese forces should hold onto it too, as it produces one of their valuable BMD-3s. Fortunately, the control point is pretty easy for defenders to lock down. The Temple (and flag) sit on a large, elevated stone base with only two access points leading up to the temple grounds—the ramp to the north and the stairs to the east. These narrow paths can only be accessed by infantry. Defenders should cover both of these points with automatic fire and C4 booby traps. The machine gun and grenade launcher near the gazebo are also useful for covering the northern and eastern approaches, particularly the nearby bridge.



Flag 2:

PARKING LOT

Initial Control: Neutral

PARKING LOT ASSETS

US Control	Chinese Control	Unit Count
HMMWV	FAV	1
—	BMD-3	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP Although many of the city streets are flooded, the water (in most places) is shallow enough to drive through. Just be ready to jump out if your vehicle begins to sink. The Stinger boats can also operate in the shallow water of the city streets.



This parking structure located in the northwest corner of the city greatly benefits the Chinese troops, providing them with their second BMD-3. The flag is positioned on the northeast corner of the upper deck and can be reached via the vehicle ramp to the north or the set of stairs to the south. Most attackers rush the flag by driving up the ramp. As such, defending engineers should mine this access point. The Chinese can load the top of the ramp with mines, as their FAV and BMD-3 spawn below—the US Humvee spawns on the upper deck. The control point's medical and ammo crates are located on the lower level of the parking structure. Defenders can also hide in the dark lower level and ambush attackers using the southern staircase—C4 works well.



Flag 3:

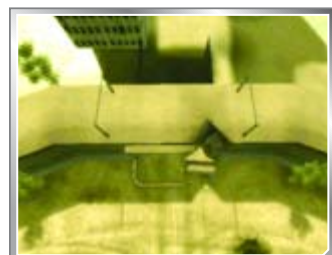
COLLAPSED TUNNEL

Initial Control: Neutral

COLLAPSED TUNNEL ASSETS

US Control	Chinese Control	Unit Count
Pickup Truck	Pickup Truck	1
HMMWV	FAV	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

In terms of vehicles produced, the Collapsed Tunnel is one of the most stingy control points on the map. But the real value of this control point is its location, providing its captor with a spawn point in the middle of the city. This allows teams to branch out and stage attacks on the nearby Parking Lot and Dead End control points. It's also the closest spawn point to the command computer, located on the wrecked cargo vessel to the south. But given the multiple avenues of attack and lack of stationary weapons, defending this area can be a little tricky. The flag is positioned near some sandbags on the eastern side of the tunnel entrance. Defenders can either hide in the tunnel itself or take up cover positions along the periphery. It's also possible to park a



vehicle inside the tunnel—this is a good way to surprise attackers.

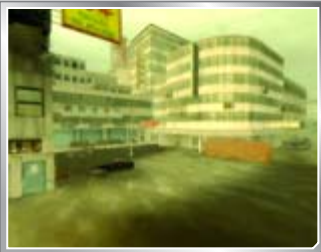
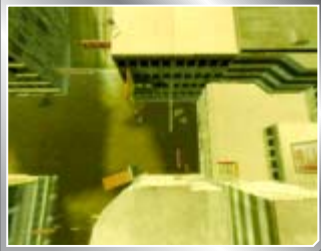
TIP The Collapsed Tunnel is also home to the map's only repair station. It's located to the east, near the double-decker bus.



Dammage

Flag 4: DEAD END

Initial Control: Neutral



The flooded Dead End control point can be accessed by both ground vehicles and boats. This eastern control point should be captured early by the US team to gain access to another LAV-300. The Stinger boat docked in the adjacent street to the south spawns here at all times, even when the control point is neutral. Just don't drive vehicles down this southern street—the water gets very deep. The control point's flag is located in the middle of the flooded courtyard and can only be accessed from the west. Defenders can use the sandbags near the flag for cover or take up positions on

the upper floor of the building to the north. Climb the metal ramp on the western side of the building to reach this room. The machine gun inside is great for covering the western street.

DEAD END ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
HMMWV	FAV	1
LAV-3000	—	1
Sea Ark Stinger	Sea Ark Stinger	1
Machine Gun	Machine Gun	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	2

TIP Mines placed in the shallow water are virtually invisible to your opponents—your teammates can still see the red hazard icons above each mine. This is a good way to shut down street traffic to all vehicles, including boats.



CAUTION You can drop prone in the shallow water, but you eventually take drowning damage. Stand up before you run out of air.

Flag 5: OFFICE BUILDINGS

Initial Control: US

OFFICE BUILDINGS ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
HMMWV	FAV	1
LAV-3000	—	1
Sea Ark Stinger	—	1
Machine Gun	Machine Gun	1
Grenade Launcher	Grenade Launcher	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	2

TIP The US team's LAV-300 is the most versatile vehicle on the map. Remember, it can cross the river without sinking to the bottom. Use its auto-cannon and top-mounted machine gun to control all traffic on the river. Although the Stinger boats are faster and much more maneuverable, they lack the armor and 360 degree firepower of the LAV-300.



This is where the US forces begin the battle, and like the Chinese at the Temple, they should take steps to secure it. The flag is tucked inside a cramped alley in between the two main buildings and can be infiltrated by infantry from the north, east, and west. A couple of sandbag-lined balconies on the western side of the northern building are ideal defensive positions for covering attacks originating from the Temple.

The grenade launcher on the highest balcony is useful for blasting enemy troops and vehicles attempting to cross either bridge to the west. On the northern side of the building is another sandbagged balcony equipped with a north-facing machine gun. This can be used to engage boat traffic on the river, as well as defend the northern alleyway. In the alley itself, defenders can use the sandbags near the flag to hide behind and ambush attackers at close range.



COMMAND COMPUTER



As it's located on the deck of the wrecked cargo ship in the center of the river, there's no easy way to reach the command computer. Although it's possible to swim to the ship, Stinger boats and the LAV-300s are the quickest way. Dock along the port (southern) side of the ship to access the

ship's deck. This side of the ship is even with the water line and the only way to climb aboard. The computer is usually watched by enemy snipers, so consider deploying smoke onto the ship's deck before calling in an artillery strike. A Stinger boat always spawns near the cargo ship, facilitating a quick escape.

TIP The ramps south of the Collapsed Tunnel can be used to jump vehicles onto (or near) the cargo vessel, in an attempt to quickly reach the command computer.



Impress your friends by jumping out of your vehicle in midair and parachuting onto the ship.

CTF

LEGEND

- = Medical
- = Ammo



CTF Overview:

The southern riverbank is the battle zone of this CTF match. Although boats are available for quick transportation, each flag must ultimately be assaulted by infantry. Still, both teams should use the boats as much as possible to avoid getting bogged down in the no-man's-land between the Temple and Office Buildings. The wooden footbridge and damaged vehicle bridge are key chokepoints and should be covered by both teams.

Available Vehicles:

- Sea Ark Stinger (2)
- Light Patrol Boat (2)

US FLAG



The US flag is located on the eastern side of the Office Buildings. Attackers are mostly likely to

approach from the north or the alley to the west. Defenders should take up positions on the hill to the east of the flag, as well as on the western side of the Office Buildings. Those two sandbagged balconies are still perfect defensive spots for covering the two bridges to the west.

TIP A good sniper positioned on the cargo ship's superstructure can score a number of kills by engaging enemy troops rushing along the river's southern bank. It's also possible to lock onto passing boats from this position by using the laser target designator.



CHINESE FLAG

Defending the Chinese flag is just like defending the Temple in conquest mode. By covering the



ramp to the north and the stairs to the east, Chinese defenders can prevent the US team from even reaching the Temple grounds. Support troops can cover each access point with their machine guns while special ops troops booby-trap the narrow passages with C4.

TIP A forward defensive line at the two bridges can stop enemy advances long before they reach your team's flag. Use the surrounding rocks, trees, and houses for cover while focusing automatic and sniper fire down these narrow chokepoints.



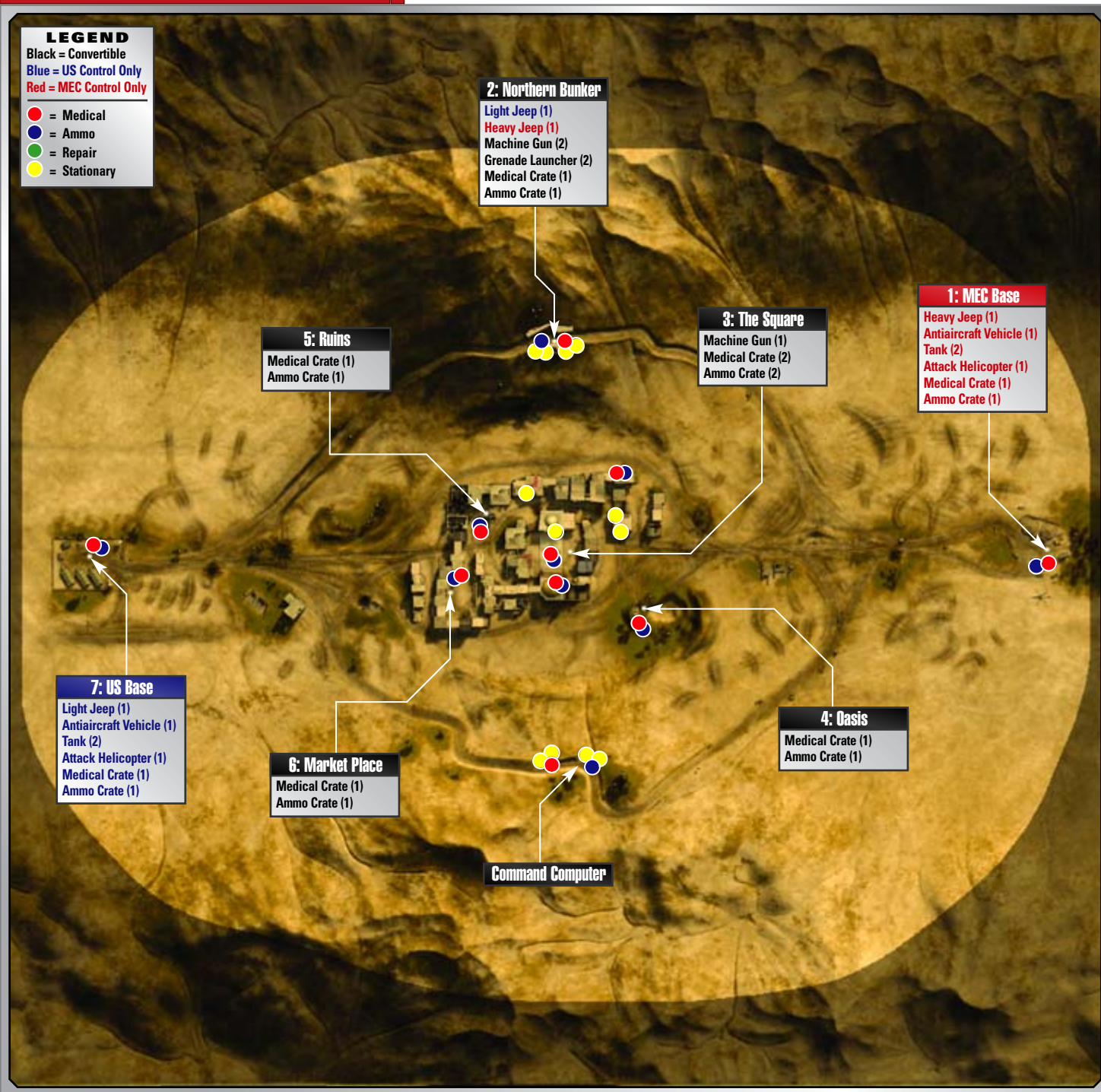
DEADLY PASS

CONQUEST: HEAD-ON

LEGEND

Black = Convertible
 Blue = US Control Only
 Red = MEC Control Only

● = Medical
 ● = Ammo
 ● = Repair
 ● = Stationary



INTELLIGENCE REPORT

The armies of the MEC and US collide head to head in the middle of this tight mountain pass. Ground troops are moving for cover in a bombed out town whilst the tanks of both forces prepare to engage.



The upper hand could go to whoever manages to occupy the bunker overlooking the town, as it contains an artillery strike system.

thanks to the four-player capacity of their Mi-24. At least three control points must be captured to secure a steady drain on the opponent's ticket count. Instead of trying to capture all of the control points, the MEC team should focus on the Northern Bunker, the Square, and Oasis. Once the Mi-24 has dropped troops at each of the control points, it should harass US troops on the western road leading into the town. Meanwhile, ground units from the base should move into the town to help reinforce the newly captured positions.

The US team faces the same situation. The Apache and DPV are the two fastest units available to the US and should be used to rush the Northern Bunker, the Ruins, and Market Place. As the battle progresses, the Ruins and Market Place are likely to come under the heaviest attack. Hold onto these control points while flanking the Square and Oasis with units spawned from the US Base and Northern Bunker. For both teams, defending the control points in the town is a full-time job. Failing to even lightly defend these positions is like handing them over to the enemy as a gift. With all of the great hiding spots on this map, even one player left behind on defense can make a difference.

Battle Overview

As the battle begins, both teams need to race for the center of the map and capture as many neutral control points as possible. The MEC team has a slight advantage,

Flag 1:

MEC BASE

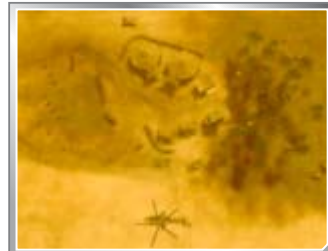
Initial Control: MEC

MEC BASE ASSETS

<i>MEC Control</i>	<i>Unit Count</i>
Otokar Akrep	1
ZSU-23-4	1
2S25	2
Mi-24	1
Medical Crate	1
Ammo Crate	1

Located on the eastern edge of the map, the MEC Base's vehicles are a must for quickly moving troops to the control points. At the start of a battle, MEC team members should load up all the vehicle positions before moving out. It's particularly important to completely fill the Hind so friendly troops can be dropped over control points. Team members stuck on foot have a long hike ahead of them before they see any action. Those left behind may

face attacks by the US Apache. For this reason, defenders should keep the ZSU-23-4 nearby to help defend the base, as well as cover the road to the west. The Shilka isn't equipped with missiles, but its quad-23mm auto-cannons are very effective against choppers. While the MEC Base can't be captured, it's still important to protect the vehicle spawns at least until friendly troops gain a spawn point near the town.



CAUTION

Remember, despite its appearance, the MEC 2S25 isn't a true main battle tank. Its armor is much weaker than the M1A2's. So when driving the 2S25, don't expect to win a toe-to-toe fight with a US tank.



Deadly Pass

Flag 2:

NORTHERN BUNKER

Initial Control: Neutral

NORTHERN BUNKER ASSETS

<i>US Control</i>	<i>MEC Control</i>	<i>Unit Count</i>
DPV	Otokar Akrep	1
Machine Gun	Machine Gun	2
Grenade Launcher	Grenade Launcher	2
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP A repair station, medical crate, and ammo crate are clustered together along the outer perimeter of the town, just north of the Square. If you're in a vehicle, memorize this location and make frequent visits to patch up your ride.



The Northern Bunker overlooks the town from a hill on the north side of the map. This isolated control point is a bunker facility. Its flag is located along the east-west road running between the two main structures. Defenders can deter vehicle rush attacks by simply mining the road at either end. The bunker structure south of the flag is accessible through two entrances adjacent to the road. There are two adjoining bunkers inside, each equipped with a machine gun and grenade launcher pointing south. These stationary weapons are useful for engaging targets near the town, but they have little defensive value, since most attackers avoid frontal assaults and attack from the east and west, outside the weapons' firing arcs. Still, the view from the hill and the protection offered by the bunkers makes this an ideal sniping position for covering the northern side of the town.



Flag 3:

THE SQUARE

Initial Control: Neutral

THE SQUARE ASSETS

<i>US Control</i>	<i>MEC Control</i>	<i>Unit Count</i>
Machine Gun	Machine Gun	1
Medical Crate	Medical Crate	2
Ammo Crate	Ammo Crate	2



Both sides should rush for the Square early in the game. The team that takes this control point early has a good chance of holding onto it—but only if it's well defended. Due to the elevated positions surrounding the flag, assaulting the Square is a dangerous task for attackers. Defenders can cover the flag (on the eastern end) from the balconies of the mosque (to the south) or the other domed structure to the north. The northern building is equipped with a machine gun mounted on the balcony, offering an unobstructed view of the flag.

TIP When moving through the town, think in three dimensions. Take to the rooftops whenever possible. Many of the roofs on the northern side of town are connected with wooden planks. A few rooftops that aren't connected can be easily jumped to.



If the Square is heavily defended, attackers should consider hunting down the defenders positioned around the perimeter before moving in to convert the flag. Attack helicopters can help too by pounding defenders from the air. Assault and sniper troops can help by obscuring the area around the flag with smoke grenades during the conversion process.

Flag 4:

OASIS

Initial Control: Neutral

Although the Oasis is relatively light on assets, it's a key control point for MEC forces, giving them a spawn point on the eastern outskirts of the town. But this comes at a price. The open area and lack of cover surrounding the Oasis make it an



OASIS ASSETS

US Control	MEC Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

ideal kill zone for enemy snipers positioned on the hill to the south or elsewhere in the desert. When spawning here, always stay on the move and watch for incoming tracer rounds. There's no safe place to defend this control point—at least not near the flag. Instead, defenders should take a cue from the snipers and move outward, covering the flag from a distance. As usual, vehicle rushes can be prevented by scattering a few mines around the flag.

Flag 5:

RUINS

Initial Control: Neutral

A cluster of crumbling buildings and foundations make up the Ruins in the northwest corner of the town. The flag is surrounded by a low wall, once part of a building. This and the nearby buildings make it difficult for vehicles to access. But moving in on foot isn't much easier, especially if enemy units are in the area. The buildings to the north and west of the flagpole offer decent enough cover and concealment for defenders. However, the windows on the upper floors are a bit too high to provide a decent view of the flag.



RUINS ASSETS

US Control	MEC Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

CAUTION Watch out for the barbed wire barricades spanning some of the town's entry points. These barricades can be jumped. Just don't run through them, or else you might suffer an embarrassing death.



Deadly Pass

Flag 6: MARKET PLACE

Initial Control: Neutral

MARKET PLACE ASSETS

US Control	MEC Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP

Boarded-up passages like this can be destroyed with a few quick shots from your weapon.



The Market Place is located in the southwest corner of the town. Although its open, central space is similar to the Square, there are some notable differences. For one, the Market Place is easily accessible by ground vehicles entering from the street to the north or the archway to the south. This makes it possible to rush the flag with vehicles, unless these narrow access points are mined by defenders. The flag sits on the western side of the courtyard with no available cover at ground level. But the flag can also be converted from the short balcony to the west, accessible through the doorway near the medical and ammo



crates to the north. The balcony doesn't offer much more cover, but it's better than standing out in the open.

Flag 7: US BASE

Initial Control: US

US BASE ASSETS

US Control	Unit Count
DPV	1
M6 Bradley	1
M1A2	2
AH-64	1
Medical Crate	1
Ammo Crate	1

Like their opponents, the US troops must make the most of their base's vehicles early in the game to quickly transport as many teammates as possible to the center of the map. Likewise, it's important to protect these vehicle spawns from attack. Air attacks are most likely, so the M6 Bradley should hang back near the US Base to intercept the Mi-24 with its Stingers. Since this is a head-on match, the US Base can't be captured. But that doesn't mean it should be completely abandoned, as the base produces the majority of the US team's vehicles—the control points in the town produce nothing at all. Once a presence is established in the town, some team members must continue spawning at the US Base to drive vehicles into battle. If used wisely, the Apache and M1A2s can have a big impact on the final outcome.

TIP The DPV is the fastest ground vehicle on the map. Utilize its speed early in the game to capture distant control points outside of the town like the Northern Bunker and Oasis.



COMMAND COMPUTER

The command computer is located on the hill to the south of the town, near a pair of bunkers. These bunkers are much smaller than the ones on the northern hill, but they're both equipped with machine guns aiming north—the eastern bunker has a grenade launcher too. There are also medical and ammo crates nearby. The defensive and supply features make it quite feasible for a couple of players to camp this facility for quick access to artillery strikes. But camping the command computer is only advisable if your team is already winning.



CTF



CTF Overview:

This CTF map offers a fine balance of infantry and vehicular combat. Players on foot are better off fighting their way through the town, making use of the buildings for cover. Meanwhile, the perimeter of the town often resembles a race track as players in vehicles attempt rush attacks on their opponents' flag. Not only is circling around the town quicker, but it's usually much safer. Both teams have access to tanks, but these should be kept on defense. Tank drivers can rack up some easy points by killing light enemy vehicles with just one shot from the cannon.

Available Vehicles:

- Car (1)
- Pickup Truck (1)
- HMMWV (2)
- Otokar Akrep (2)
- M1A2 (1)
- 2S25 (1)

US FLAG



The US flag is located in a compact alley on the southwestern side of town, not far from the Market Place. It's partially surrounded by a low wall, making it impossible for vehicles to access it—MEC players have to grab this one on foot. Although vehicles can't overrun the flag, US defenders should still consider mining the northern and southern ends of the alley. The machine gun on the nearby Humvee is also a good deterrent.

MEC FLAG



Located on the northeastern side of the town, the MEC flag is much more open to vehicular assault. US players can overrun the flag at high speeds from the road to the north and exit down the alley to the south. As a result, an MEC engineer should always baby-sit the flag and keep a fresh set of mines around it. Defenders should also consider keeping an Akrep or the 2S25 nearby to cover the flag.

TIP Avoid driving the tanks through the town. They're likely to be pelted by grenades and rockets from all directions. Instead, keep them on the town's outer perimeter, where they have more room to maneuver.



HARBOR EDGE

CONQUEST: DOUBLE ASSAULT

LEGEND

Black = Convertible
 Blue = US Control Only
 Red = Chinese Control Only

● = Medical
 ● = Ammo
 ● = Repair
 ● = Stationary



INTELLIGENCE REPORT

US forces have landed an armored expeditionary force in a harbor in a major Chinese city in an attempt to break supply lines by capturing the train station located there. The night



time attack codenamed "HarborEdge" caught the Chinese army off guard and now the US controls one side of the river.

Victory will go to whoever can control the all important middle ground between the US landing area at the docks and the Chinese base of operations at the train station.

Battle Overview

In this double assault map, every control point can be captured, so each team must put a strong emphasis on defense, particularly when it comes to the Docks and Train Yard. Geographically, the Chinese team has a slight advantage at the start of the battle. Using their FAVs, Chinese troops can rush the neutral Container Storage control point in an attempt to gain complete control of the western side of the map. At that point, they can simply go on defense and pound the US forces as they try to cross the bridges.

With only two control points to the east, the US team must quickly gain a foothold on the western side of the river to prevent the inevitable ticket drain. While the Container Storage control point is attractive, capturing the Train Yard early should always be a major consideration. If the Train Yard is captured by the US, the Chinese lose their only tank and FAVs. The US can then use the extra firepower to squeeze the Chinese at the Busted Bus and Container Storage control points.

Flag 1:

DOCKS

Initial Control: US

DOCKS ASSETS

US Control	Chinese Control	Unit Count
HMMWV	FAV	2
M1A2	Type 98	1
Machine Gun	Machine Gun	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

As this is the primary source of its vehicles, it is imperative that the US team holds on to this control point at all costs. Fortunately, the courtyard-like area where the flag sits is relatively easy for defenders to shut down. The garage entrances to the north and west are narrow, making them easy to booby-trap with C4 or cover with

automatic fire. Vehicle attacks through the large opening in the west can be prevented with a few mines—just leave some space for your own vehicles to get out. A rooftop machine gun offers more defense, and is capable of peppering enemies approaching from the north. Use the stairway in the western garage to access the roof.



Harbor Edge



Flag 2:

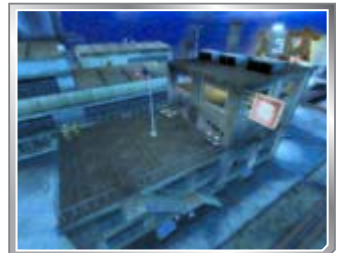
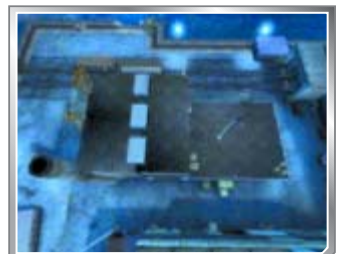
HARBOR OFFICE

Initial Control: US

HARBOR OFFICE ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Machine Gun	Machine Gun	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

This large building overlooks the two bridges to the west, making it a critical control point as the US team attempts to maintain control of the eastern half of the map. Defenders on the top floor of the building can completely cover both bridges. The mounted machine gun in the western window is ideal for halting infantry advances. The narrow stairway on the northern side of the structure is the only path to the flag, making this control point relatively easy to defend. While C4 works well as a booby trap, defenders are better off covering this stairway from a distance. The green crates to the north provide excellent cover and concealment while offering a perfect view of the entire stairway.



Flag 3:

CONTAINER STORAGE

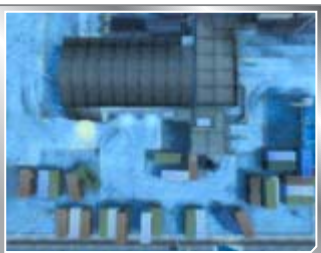
Initial Control: Neutral

CONTAINER STORAGE ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
LAV-300	BMD-3	1
Medical Crate	Medical Crate	2
Ammo Crate	Ammo Crate	2

TIP Remember, the LAV-300 is amphibious. However, this capability is of little use on this map. Once in the harbor, it can't get out.

As the only neutral control point at the start of the battle, this area is likely to see some serious fighting during the opening moments of a round. The Chinese troops have a slight upper hand in rushing this control point using their nearby spawn point at the Busted Bus or their speedy FAVs at the Train Yard. Whoever converts this flag gains an APC. Both the LAV-300 and BMD-3 are devastating against infantry and can even inflict some damage against tanks. The control point's flag is tucked between a building to the north and several storage containers. Although no nearby rooftops are available for defenders, the storage containers provide ample opportunity for ambushing attackers. The control point also has two sets of medical and ammo crates. One set is located on the eastern side of the building, and the other is inside the garage, just northwest of the flag.



Flag 4:

BUSTED BUS

Initial Control: China

BUSTED BUS ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

Although this control point is light on assets, it's actually a strong defensive position, thanks to the barriers clustered around the flag. The shipping containers and the large double-decker bus to the west make it impossible for enemy vehicles to enter the courtyard.

Furthermore, defenders can take up positions on the rooftop to the east and blast intruders at close range or simply drop grenades on their heads as they attempt to convert the flag. The building's rooftop is also ideal for sniping enemy troops crossing the bridges to the south. It's also possible to pick off enemies positioned in the Harbor Office—always a good option when that upper floor machine gun is cutting down your teammates. The Busted Bus control point is also home to the map's only repair station, located on the northern side of the building.



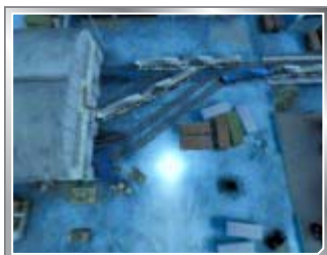
Flag 5:

TRAIN YARD

Initial Control: China

TRAIN YARD ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
HMMWV	FAV	2
M1A2	Type 98	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1



The Train Yard is just as important to the Chinese team as the Docks are to the US team. Likewise, the Chinese must defend this area to maintain their only initial vehicle spawn points. Unlike the rest of the control points, the Train Yard sits on higher ground accessible via two ramps to the north and west of the Busted Bus. The flag sits out in the open, making it vulnerable to vehicular rush attacks. To prevent such threats, defenders should place several mines around the flag. Infantry can also hide amongst the various trains and storage containers—the blue empty

TIP Don't underestimate the firepower of the FAVs. Their grenade launchers are absolutely devastating against infantry and vehicles alike when covering narrow choke points like the two bridges. Park one somewhere safe (or conduct patrols with a buddy) and open fire to rack up kill after kill.



storage container to the west of the flag is a good hiding spot. Both attackers and defenders should be aware that the flag can be converted from the north by standing on the opposite side of the nearby train. This is the sneakiest (and safest) way to convert the flag when attacking on foot.

Harbor Edge

CTF



CTF Overview:

The two bridges at the center of the map are the sites of most of the action in this CTF match. Unless players attempt to swim across the harbor, traversing these bridges is the only way to capture the other team's flag. Both teams should make use of the fast-moving FAVs and Humvees to quickly cross the harbor while using the slower tanks and APCs to reinforce their flags.

Available Vehicles:

- FAV (2)
- HMMWV (2)
- M6 Bradley (1)
- BMD-3 (1)
- M1A2 (1)
- Type 98 (1)

US FLAG



If properly defended, the US flag can be extremely difficult to capture. It's housed in a warehouse just south of the Harbor Office. Infantry can enter this structure through two doorways on the western and southern sides—neither opening is big enough for a vehicle. An elevated catwalk surrounds the flag, making it easy for defenders to pick off intruders. Chinese troops may want to toss in a few stun grenades before entering to temporarily blind the US defenders covering the entrances.



CHINESE FLAG

The Chinese flag is located on the opposite side of the river, not far from the Busted Bus and Train Yard. Compared to the US flag, this one is much more vulnerable, particularly to vehicle rushes. For this reason, Chinese defenders should consider placing mines at the ramp just west of the Busted Bus, as this is the most direct approach to the flag. The nearby BMD-3 is also useful for defending against both vehicle and infantry attacks.

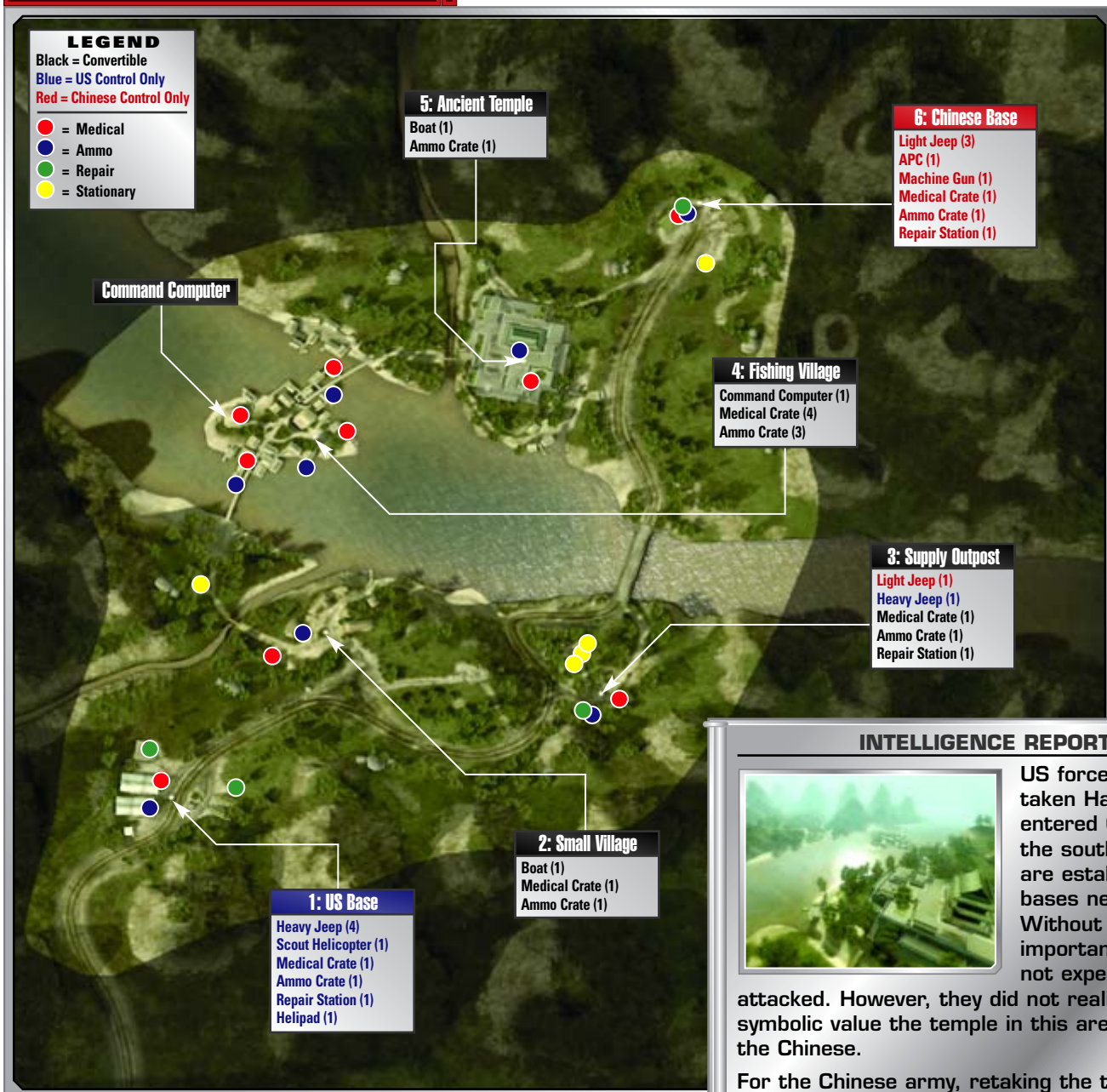


TIP This map is filled with all sorts of jumps. Most of them serve no tactical purpose, but they're still fun. Just make sure your Humvee or FAV can survive a rough landing. The jump to the southwest of the Chinese flag is a popular escape path for US forces during vehicular rushes.

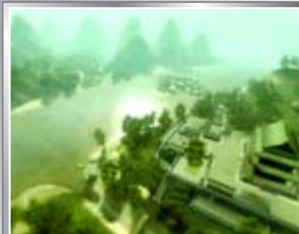


HONOR

CONQUEST: HEAD-ON



INTELLIGENCE REPORT



US forces have re-taken Hanoi and entered China from the southeast. They are establishing bases near Nanning. Without strategic importance they did not expect to be

attacked. However, they did not realize the symbolic value the temple in this area has to the Chinese.

For the Chinese army, retaking the temple is a matter of honor and they launch a hurried attack, hoping to take control of the fishing village close to the temple so they can utilize the artillery strike system hidden within it to wipe out the US forces.

Battle Overview

The river bisecting the map plays a huge role in this battle, and both sides should strategize to take advantage of it. At the start of the battle, the US troops should use their Little Bird to capture the Fishing Village while the Humvees speed to the Small Village and Supply Outpost. If the US can retain control of these positions, all they need to do is hold them and keep the Chinese forces contained to the northern river bank—the ticket drain will do the rest. Once again, the Little Bird can come in handy during this defensive phase by strafing enemy units along the bridges and river.

With no chopper at their disposal, the Chinese begin at a serious disadvantage. Therefore, they must act quickly if they hope to gain an edge. While infantry take the nearby Ancient Temple, the speedy FAVs should race across the eastern bridge and assault the Supply Outpost and Small Village. The Small Village is expendable but should be held until units from the Ancient Temple can move in on the Fishing Village. By capturing and holding three control points, the Chinese can secure a solid drain on the US ticket count.

Flag 1:

US BASE

Initial Control: US

US BASE ASSETS

<i>US Control</i>	<i>Unit Count</i>
HMMWV	4
AH-6J	1
Medical Crate	1
Ammo Crate	1
Repair Station	1
Helipad	1

With four Humvees and a Little Bird spawned at their base, the US forces are poised for a quick advance on the neutral control points to the north. Since the base cannot be captured, the US team should focus almost all its energies on offense. However, the surrounding hills are popular spots for enemy snipers, particularly if the Chinese dominate the map and spawn at the nearby control points like the Small Village and Supply Outpost. Be prepared for such encounters as the game progresses. Vehicle theft is

also a serious concern. The Little Bird is the only helicopter available on the map, making it a tempting target. Defending special ops troops may want to plant C4 on the chopper, just in case enemy troops try to steal it. Always detonate the C4 after the helicopter is away from the helipad; otherwise, it may repair itself. But the best way to prevent the chopper from being stolen is to constantly keep it in the air—competent pilots are a plus.



Flag 2:

SMALL VILLAGE

Initial Control: Neutral

SMALL VILLAGE ASSETS

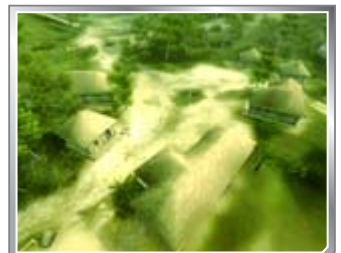
<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Sea Ark Stinger	Light Patrol Boat	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP The large, sandbag-lined hilltop between the Small Village and Supply Outpost is the ideal sniper perch. Snipers here can pick off enemies as far away as the Fishing Village and Ancient Temple. This is also a good spot from which to call in air strikes on enemy vehicles, particularly those crossing the bridge to the east.



Sitting just north of the US Base, the Small Village is likely to be a US-held control point for most of the game. It spawns a Stinger patrol boat useful for advancing on the Fishing Village to the north. The footbridge connecting the two control points is much

too narrow for Humvees, so the boat is the quickest way to reach the island, as well as the opposite river bank near the Ancient Temple. Several huts surround the flagpole. The ammo and medical crates can be found inside a couple of these huts.

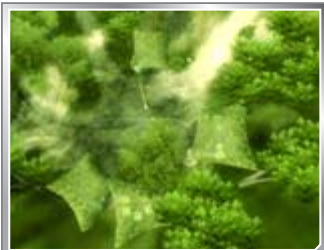


The huts also provide adequate cover and concealment for defenders. Since the flag is located in the center of a courtyard, vehicle rushes are likely but can be prevented with a few well-placed mines.

Flag 3:

SUPPLY OUTPOST

Initial Control: Neutral



The Supply Outpost is tucked away in the jungle to the far east. Despite its remote location, this control point shouldn't be overlooked, especially by the US team. Whoever controls the Supply Outpost also has the ability to control the bridge to the north. This bridge is the only way ground vehicles can cross the river, making it a critical choke point. Controlling the traffic on the bridge should be a major concern of troops spawning at the Supply Outpost. But the control point should be watched too. The flag sits in a low area surrounded by steep hills. Even one defender can

cover this flag effectively by camping in the hills and launching grenades or rockets at approaching enemies.

SUPPLY OUTPOST ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
HMMWV	FAV	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

TIP A metal footbridge is attached to the western side of the large bridge spanning the river near the Supply Outpost. This path provides a little more cover for infantry.



Flag 4:

FISHING VILLAGE/COMMAND COMPUTER

Initial Control: Neutral



Located on a small island in the river, the Fishing Village is only accessible by boat, helicopter, and foot. The two footbridges connecting the island to the river banks are too narrow for ground vehicles to cross. Infantry crossing these bridges are vulnerable to sniper and other small arms fire. For best results, always take a boat or helicopter when advancing on this control point. The flag is located in a small open space on the eastern side of the island, surrounded by houses filled with ammo and medical crates. These houses also provide excellent cover for defenders. The Fishing Village is also home to the command computer, located in the large

house on the western side of the island. This makes it even more critical for both teams to hold the control point. Defenders may want to booby-trap the computer with C4 in the event an enemy sneaks in and attempts to call in an artillery strike. Whoever controls the Fishing Village should make frequent use of the artillery strikes as soon as they're available. Not only is this a good way to eliminate some enemy troops, but it also reduces traffic to the Fishing Village as opponents shift their focus elsewhere.

FISHING VILLAGE ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Medical Crate	Medical Crate	4
Ammo Crate	Ammo Crate	3

CAUTION Whenever possible, avoid crossing the footbridges at the Fishing Village. Your movement is very predictable while traversing these narrow walkways, making you an easy target for watchful snipers.



Flag 5:

ANCIENT TEMPLE

Initial Control: Neutral

ANCIENT TEMPLE ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Sea Ark Stinger	Light Patrol Boat	1
Ammo Crate	Ammo Crate	1

TIP The safest way for the US team to take control of the Ancient Temple is by rushing it with the Little Bird at the start of the game. A steady pilot can convert the flag by hovering next to it. The Little Bird can also be used to quickly capture the Fishing Village and Small Village. The trees and terrain surrounding the Supply Outpost make it a bit more difficult to capture from the air, but not impossible.



Towering over the northern river bank, the Ancient Temple is the most intimidating control point on the map. Due to its close proximity to their base, this is likely to be a Chinese stronghold for most of the

game. The flag sits outside the southern side of the temple in a small courtyard. However, simply reaching the flag is a chore. The large, multitiered stone base serving as the



temple facility's foundation is accessible via numerous steps and ramps. This makes it nearly impossible to maneuver a ground vehicle to the flag. Instead, infantry are best suited for assaults. Since the temple can be accessed from multiple directions, defenders should focus their efforts on the area surrounding the flag. The temple also spawns a boat at the river, which is useful for staging attacks on the Fishing Village or other control points on the southern bank.

Flag 6:

CHINESE BASE

Initial Control: Neutral

CHINESE BASE ASSETS

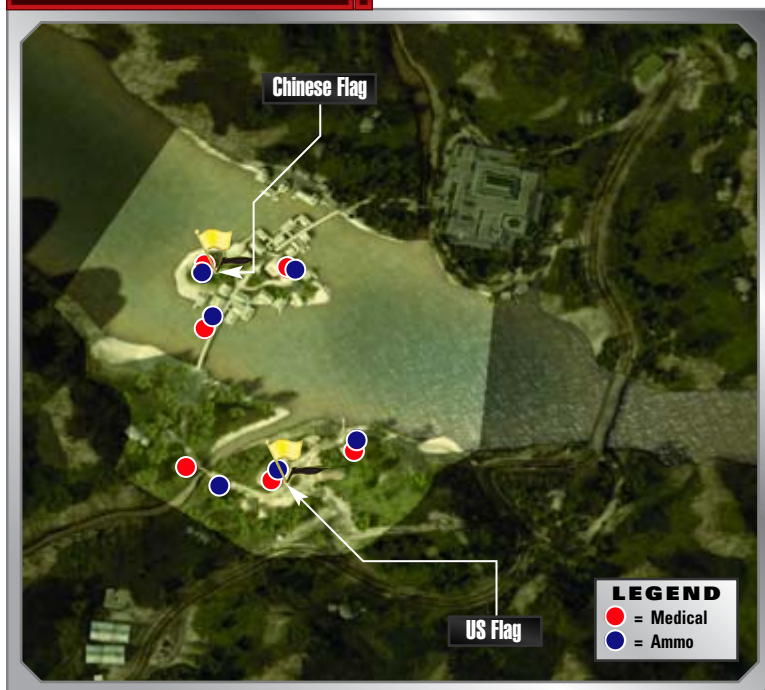
<i>Chinese Control</i>	<i>Unit Count</i>
FAV	3
BMD-3	1
Machine Gun	1
Medical Crate	1
Ammo Crate	1
Repair Station	1

an FAV near each control point simply for air defense. The BMD-3 is much slower but possesses the firepower to effectively shut down the eastern bridge to enemy traffic. Its auto-cannon is also devastating against boats cruising along the river. To win this battle, the Chinese must make the most of these vehicles, so remember to spawn back at the base as needed to move these assets forward.

Like the US Base, the Chinese Base can't be captured. There's also little worth stealing here, so the Chinese should push all units outward to the surrounding control points. The FAVs are the fastest ground vehicles on the map and should be used to push across the river and assault the Supply Outpost. Their machine guns are also the best defense the Chinese have against the US Little Bird. Consider moving



CTF



CTF Overview:

This map tests your skills with boats as the teams shuttle each other's flags between the Fishing Village and Small Village. Although both teams can assault their opponents' flag on foot, the narrow footbridge is the only path connecting the two areas, making it a high-traffic kill zone. That leaves the boats as the safest mode of assault. But boats lack protection for their crews, so speed is the key to survival. Don't worry about beaching your boat on arrival—you can usually steal another boat on your way out.

Available Vehicles:

Sea Ark Stinger (3)
Light Patrol Boat (3)

US FLAG



The US team's flag is located at the Small Village to the north, sitting in an open courtyard surrounded by several huts. Attackers are likely to approach from the docks to the north or the canal to the west. In both instances, defenders have a height advantage from the village's hilltop position. As a result, it's easiest to pick off attackers before they reach the top of the hill.



TIP Watch where attackers are beaching their boats, and consider placing mines in these spots. The dock area south of the Small Village is a good place to score some mine kills.



CHINESE FLAG

The Chinese flag awaits capture on the western side of the Fishing Village, outside the large house—the same one where the command computer is located in conquest mode. US boats cannot pass beneath either of the footbridges to the north or south, so they must dock somewhere on the eastern side of the island to reach the flag. The flag and eastern approach can be covered from within the house by hopping on top of the green crates and peering out the window.



TIP Your boats are likely to be stolen by enemies escaping with your flag. Booby-trap your boats with C4 to prevent such escapes.



LITTLE BIG EYE

CONQUEST: HEAD-ON



INTELLIGENCE REPORT



Six hours ago communication with USAF E-3 AWACS plane 1337 was lost over Chinese territory. Spy planes in the area have picked up a weak rescue beacon and the remains

of USAF 1337 have been located. The US command has sent a small insertion team to secure the area. However, so have the Chinese.

Battle Overview

This is a very linear assault for both teams as they work their way along the narrow valley to secure the aircraft wreckage.

Due to the terrain and lack of cover, the Cockpit, Crash Site Center, and Tail control points are all difficult areas to hold for prolonged amounts of time and are likely to change hands several times throughout the course of the battle. Instead of grinding at the center of the map, each side should look for flanking opportunities on the periphery. The Corn Fields, Hillside Village, and Donkey Farm are all much easier to defend than the wreckage-based control points.

In any case, each team should strive to hold at least four of the convertible control points to secure a drain on their opponents' ticket count. Given the number of control points, it's simply impractical to hold them all. When devising a plan, the natural inclination is to divide the map in half, with the Hillside Village and Crash Site Center designated as the front lines. If either team can lock down the center of the map at these two control points, it can help secure its holdings to the rear. In practice, much more flexibility is required. Victory comes to the team that's most successful in circumventing the major battle zones and attacking the more sparsely defended areas like the Corn Fields and Donkey Farm.

Flag 1:

CHINESE BASE

Initial Control: China



The Chinese Base is located in the southeastern corner of the map. Although it looks relatively close on the map, the base is actually a fair distance from the crash site. For this reason, the Chinese team must utilize its FAVs to quickly move troops northwest—the Corn Fields and Hillside Village are good destinations at the start of the battle. It's also important that each vehicle is fully loaded before taking off. Leaving friendly troops behind only weakens the team's initial offensive drive. This is a head-on map, so there's no particular reason to stay behind and defend the base. Even if FAVs are stolen or destroyed by US forces, such losses have little impact on the final outcome of the battle, as vehicles are of little use in the map's chaotic center.

CHINESE BASE ASSETS

<i>Chinese Control</i>	<i>Unit Count</i>
FAV	3
Machine Gun	2
Medical Crate	1
Ammo Crate	1

TIP The DPVs and FAVs should race along the hillsides to avoid getting bogged down in the clutter of the valley. This is a good way to stage attacks on the Donkey Farm and Corn Fields.



Flag 2:

CORN FIELDS

Initial Control: Neutral



The Corn Fields are well within the Chinese team's immediate sphere of influence, due to their proximity to the Chinese Base. Although the control point produces a light jeep, its most valuable asset is its spawn point. This serves as a great staging area for Chinese troops moving in on the crash site. It's also a good flanking position for US troops attempting to break out of the often stagnant center control points. Whoever takes the Corn Fields, they're worth defending. Mining the nearby roads and small courtyard is the best way to deter vehicle rushes on the flag. But units can also hide in the cornfield to the west and pick off attackers as they gather near the flag.

CORN FIELDS ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
DPV	FAV	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP If you don't want to be seen, try hiding among the cornstalks. This is a great way to sneak up on or defend the Corn Fields control point.



Flag 3:

THE TAIL

Initial Control: Neutral

THE TAIL ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Medical Crate	Medical Crate	1

CAUTION

Several fires are scattered around the crash site. Watch where you're walking to avoid inadvertently stepping into one of these blazes—it could kill you.



The largely intact aft section of USAF 1337 can be reached early in the game by Chinese troops moving in from the southeast. Vehicles can easily access the flag from the southern side, but the tail section and a piece of fuselage block paths to the north and east. While the pieces of wreckage provide some cover, defenders are better off watching the flag from a distance. Placing mines and C4 at the base of the flagpole is a good idea too.



Little Big Eye

Flag 4:

CRASH SITE CENTER

Initial Control: Neutral

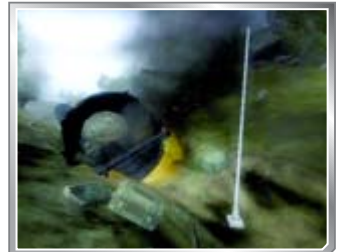
CRASH SITE CENTER ASSETS

US Control	Chinese Control	Unit Count
Medical Crate	Medical Crate	1

TIP When moving through the wreckage, use the hollow fuselage pieces for cover. However, some of these pieces, like the one at the Crash Site Center, may be booby-trapped with C4—don't enter if you hear a faint beeping sound.



Several pieces of the aircraft's fuselage litter the ground at the Crash Site Center, an area that sees heavy action throughout the battle. One fuselage piece rests near the flagpole and can be entered for cover. But those attempting to convert the flag must stand out in the open. A few crates scattered around the scorched terrain can be used as partial cover—try dropping prone next to one of these when converting the flag. Once captured, the control point



should be covered from one of the slopes to the east or west. Controlling the Hillside Village on the ridge to the west makes holding the Crash Site Center much easier.

Flag 5:

HILLSIDE VILLAGE

Initial Control: Neutral

HILLSIDE VILLAGE ASSETS

US Control	Chinese Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	3

This small village is situated on a slight hill just west of the Crash Site Center. Its mere elevation makes it one of the more valuable control points on the map.

Although it offers very little in terms of assets, the Hillside Village is relatively easy to defend. The flag is positioned along the main road running through the village, potentially making it susceptible to vehicle rush attacks. But fast-moving invaders can be quickly eliminated with mines, C4, or a well-aimed rocket.

Infantry attacks are likely to come up the



TIP The slopes flanking the crash site are good sniper positions for both attackers and defenders. The high grass provides great concealment when troops are in a prone position. But remember, grass won't stop an incoming bullet, so be ready to move if you miss your target.



hill from the east, but such attacks are only likely if the enemy holds the Crash Site Center. Whichever team holds the Hillside Village should strive to capture the Crash Site Center too. Together these two nearby control points can support each other.



Flag 6: THE COCKPIT

THE COCKPIT ASSETS

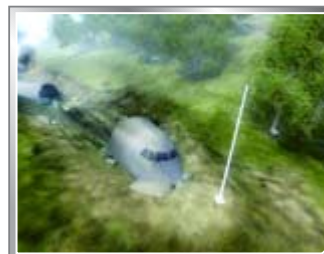
US Control	Chinese Control	Unit Count
Medical Crate	Medical Crate	1

TIP The flags near the wreckage pieces offer very little cover. Consider dousing the flag areas with smoke grenades (carried by assault troops and snipers) before moving in for the capture.



Initial Control: Neutral

Like most of the fuselage, the Cockpit section detached, skidding to a stop in the valley road. The flag is positioned at the nose of the Cockpit, with no available cover nearby. The US team can reach this control point at the start of the battle in DPVs and convert it without much of a struggle. Like the rest of the wreckage-based control points, this one is also best defended from a distance. The wooded slopes flanking the site to the east and west provide adequate cover and concealment for defenders.



Flag 7: DONKEY FARM

Initial Control: Neutral

The Donkey Farm is similar to the Corn Fields on the opposite side of the map, providing the US team with a staging area closer to the crash site. It even provides identical assets, producing a light jeep for whichever team holds it. However, the Donkey Farm is a bit easier for defenders to lock down. For one, the road access points running through the courtyard can be mined to prevent vehicle rushes. Defenders can also take to the roofs of the western and northwestern structures for a slight height advantage, not to mention a better view.



DONKEY FARM ASSETS

US Control	Chinese Control	Unit Count
DPV	FAV	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP You can access a couple of roofs at the Donkey Farm by climbing the wooden plank on the western side of this structure. From there, use the nearby plank to cross over to the northern rooftop. If you don't want anyone accessing the roofs, simply destroy the planks with a few shots.



Flag 8:

US BASE

Initial Control: US

US BASE ASSETS

US Control	Unit Count
DPV	3
Machine Gun	2
Medical Crate	1
Ammo Crate	1

Since most of the fighting occurs at the center of the map, the US Base has a limited role during the battle. But even after racing off and capturing more centrally located control points, the US team should continue returning to the base to pick up new DPVs for future assaults and defensive efforts. While the DPVs have a hard time negotiating the torn-up terrain of the crash site, they can easily circumvent these areas by moving along the eastern and western hillsides to attack areas like the Hillside Village and even the Corn Fields.



Little Big Eye

CTF



CTF Overview:

The CTF match is centered entirely around the crash site with the US flag at the Cockpit and the Chinese flag at the Tail. Infantry advances along the wreckage are time consuming and hazardous. Both teams should utilize the speed of their light jeeps to rush their opponent's flag. The two hillside roads flanking the crash site are ideal for quick assaults and escapes.

Available Vehicles:

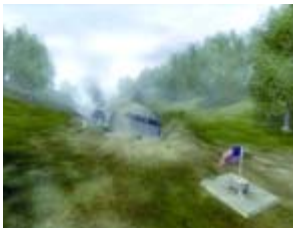
DPV (1)

FAV (1)

US FLAG



The US flag is positioned on the road, northwest of the aircraft's nose section. With no objects or barriers surrounding it, the flag is vulnerable to vehicle rush attacks. At the start of the game, defending engineers should quickly lay a few mines around the flag's base. The lack of objects around the flag also makes it easy for snipers to cover from a distance.



CHINESE FLAG

A wall of wreckage partially surrounds the Chinese flag. This makes it much more difficult for the US team to rush with its DPV—at least at high speed. The access points to the north and south should be mined. Snipers and other defenders can keep an eye on the flag from the hill to the south.



TIP The grenade launchers on the DPV and FAV are ideal for defending your team's flag. Park one at a distance on a hill overlooking the flag and blast any invaders with a barrage of grenades.



MISSILE CRISIS

CONQUEST: ASSAULT



INTELLIGENCE REPORT



EU intelligence believes Chinese forces are planning a hostile missile launch from a silo located in a snowy ravine, in north-west mainland China. EU forces are moving in to seize

control of the silo. The Chinese are heavily fortified behind a huge gate that the EU must attack and open before their tanks can be brought forward.

Battle Overview

This battle is often decided by how long the Chinese can hold out at the Gate. Maintaining the initial drain on the EU team's ticket count is of vital importance, so the Chinese team must focus all its strength at this key control point. First, the eastern and western slopes outside the Gate must be covered with as much firepower as possible to prevent infiltration by EU infantry—support and assault troops are effective. Booby-trapping the

narrow entry points at the top of the slopes with C4 is also a good idea. In the event that EU troops break through and the Gate is opened, the Chinese team should have its Type 98 and BK-1990 in place to counter an advance of EU vehicles. If the Gate cannot be retaken, defensive efforts must spread evenly among the Warehouse, Factory, and Silo, as the EU team can strike all three. The Chinese strongpoint is the Silo, and efforts should be taken to prevent the EU from advancing beyond this point. It's also important to apply offensive pressure on the surrounding control points to prevent the EU from bleeding the Chinese tickets.

As the attackers, the EU forces begin with more tickets, but since they only hold their base, their tickets continue draining away until they capture at least two control points. Unfortunately, there's absolutely no way to bypass the Gate. However, the Leopard 2 can be useful during the assault by blasting Chinese troops on the upper level entry points. Before opening the Gate, it's important to capture the control point first to secure a forward spawn point. Once established at the Gate, the EU must push northeast and capture at least one more control point to halt the drain on their ticket count. Look for opportunities to zoom past the Silo (via the subterranean tunnel) and capture the Chinese Base. This is a great way to divide the attention of the defenders, making the Warehouse, Factory, and Silo easier to capture. Otherwise, take control of the Warehouse and Factory, then simply lay siege to the Silo until the Chinese team runs out of tickets. With the whole team on watch, the Silo's three western exit points are easy to cover.

Missile Crisis

Flag 1:

EU BASE

Initial Control: EU



This small cluster of buildings serves as the EU team's staging area for the assault on the missile facility. The vehicles spawned at the base don't do the team much good until the Gate is opened to the northeast. Still, they can provide transportation and fire support as infantry move in for the assault. Unlike the Chinese Base, the EU Base cannot be captured. But a few players on the Chinese team probably won't figure this out. As a result, EU players spawning here should be prepared for anything, including snipers positioned along the hills to the northeast. But players spawning here don't have much time to stand around anyway. The EU's initial ticket drain is ample reason for troops to move out as soon as possible.

EU BASE ASSETS

<i>EU Control</i>	<i>Unit Count</i>
Eagle MTV	2
Leopard 2 A5	1
Medical Crate	2
Ammo Crate	1

CAUTION When playing as the EU, don't park vehicles directly outside the Gate if it's closed. Otherwise, you're likely to draw heavy fire, including laser-guided air strikes designated by snipers.



Flag 2:

THE GATE

Initial Control: China

THE GATE ASSETS

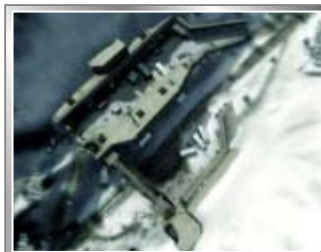
<i>EU Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Eagle MTV	FAV	1
Leopard 2 A5	—	1
Medical Crate	Medical Crate	2
Ammo Crate	Ammo Crate	2

TIP This is the switch to open the gate. Be watchful for ambushes while approaching it.



The Gate is the most critical control point on the entire map and should be held by the Chinese team as long as possible. This massive, metal door blocks the road leading into the missile facility, preventing any vehicles from passing. The door can be opened and closed by interacting with a switch inside an upper level control room on the western side of the facility. Outside the Gate, EU infantry can storm the upper levels by advancing along the two slopes flanking the road—if the door is closed, this is the only way in. Troops advancing along the eastern slope can gain quick access to the flag. The western slope leads directly to the control room. Chinese defenders must watch both

slopes to prevent the EU troops from gaining entry. If the EU team overruns the Gate, it gains another Leopard 2, spawned along the main road. More importantly, it can open the Gate and move its base's vehicles forward to assist in the assault.



TIP Support troops are awesome defenders and should cover the two slopes leading into the Gate facility. Remember, they can call in mortar strikes too.



Flag 3:

THE WAREHOUSE

Initial Control: China



The Warehouse is the next Chinese-held control point down the road from the Gate. If the Gate falls to the EU team, this is where the battle will likely come next. Since the control point has no serious antitank capabilities, Chinese defenders should reinforce this point with the Type 98 or BK-1990. Engineers can help slow the EU advance by tossing out mines and firing rockets at approaching vehicles. The objects and sandbags positioned

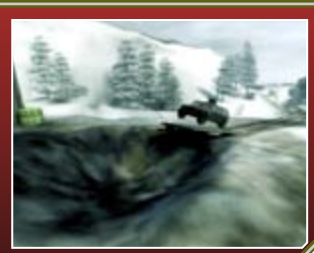


around the flag make it difficult for vehicles (particularly tanks) to move in close. Defenders can make flag capture more hazardous by booby-trapping the area with C4. If the EU can capture the Warehouse while maintaining control of the Gate, they can halt the drain on their ticket count.

THE WAREHOUSE ASSETS

<i>EU Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Machine Gun	Machine Gun	1
Grenade Launcher	Grenade Launcher	1
Medical Crate	Medical Crate	2
Ammo Crate	Ammo Crate	2

CAUTION Watch out for the big crater in the road when driving from the Gate to the Warehouse. Use the ramp to jump it, or drive around it. If your vehicle lands inside the crater, you'll have a hard time getting it out. Defenders can guarantee themselves a few cheap kills by throwing a couple of mines in the crater—someone always drives into it.



Flag 4:

THE FACTORY

Initial Control: China

THE FACTORY ASSETS

<i>EU Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Eagle MTV	FAV	1
Grenade Launcher	Grenade Launcher	1
Machine Gun	Machine Gun	3
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP The pumping station on the ridge north of the Factory is the source of two large pipes leading into a small entrance on the western side of the Silo. This is the sneakiest way to gain entry to the facility's upper level catwalks.



As in the Warehouse, the flag at the Factory is also located in a small courtyard and surrounded by several buildings and other barriers. The only vehicle access point to the courtyard is through the opening to the east. Defending engineers can effectively shut down this path with a few mines and concentrated rocket fire. EU troops are better off attacking with infantry from the west, utilizing the alleys and buildings for cover. However, if the defenders are wise, they'll man the two bunkers on the hill to the west to cover this approach. The machine guns in the bunkers don't have a direct line of sight with the flag, but they can definitely pick off enemies attempting to flank the control point.



Missile Crisis

Flag 5: THE SILO

Initial Control: China

THE SILO ASSETS

<i>EU Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
—	FAV	2
—	Type 98	1
Machine Gun	Machine Gun	1
Ammo Crate	Ammo Crate	1

TIP The Silo's flag can be converted by crawling beneath the large slab of concrete nearby. It's cramped, but it's better than standing out in the open.



This is what the battle is all about. The Silo facility is a massive concrete fortress housing an ICBM. Despite its intimidating appearance, the structure is far from impenetrable and must be well-defended by the Chinese. The main access points are the large doors on the western and eastern sides. Vehicles of all sizes can drive through the wide-open western door without even scratching their paint. The eastern door is a tighter fit, due to a shipping container partially barricading the opening. Of course, both of these access points can be shut down to all vehicles with only a few mines. The flag is located right on the launch platform, within plain view of any defenders covering it from the



surrounding catwalks ringing the interior. Defenders positioned along these catwalks can easily fire down on attackers, always making for a difficult flag capture. Even worse, vehicles can't get close enough to the flag to convert it—a large piece of concrete blocks access. So infantry need to hold at the flag's base while fending off attacks from all directions. Smoke and stun grenades can help blind and disorient any campers covering the flag. Vehicles simply looking to get around the Silo can use the subterranean tunnel on the structure's southern side. This is a good way to quickly move vehicles to and from the Chinese Base without slowing down to weave through the Silo facility. However, EU attackers should watch out for ambushes in this area. The darkness makes it difficult to see mines and other hazards.

Flag 6: CHINESE BASE

Initial Control: China

CHINESE BASE ASSETS

<i>EU Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
—	FAV	1
—	BK-1990	1
Medical Crate	Medical Crate	2
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

Unlike most bases, this one can be captured. As such, it should be watched by Chinese defenders, especially once the Gate is breached by EU troops. Losing the Chinese Base isn't necessarily fatal, but it does deprive the defenders of an FAV and their only BK-1990. The two identical barns where these two vehicles spawn each contain a repair station and a set of interior stairs leading up to a loft. Defenders can camp the flag from these lofts, scanning for attackers through the windows. If the EU troops capture the base, they get no vehicles here, but the spawn point can be useful for launching attacks on the Silo from the eastern entrance.

TIP The capture radius of the flag at the Chinese Base is huge. When attacking, look for a good hiding spot as far away from the flag as possible.



CTF



CTF Overview:

This CTF map is constrained to the areas around the Warehouse and Factory. Despite the small size, there are still plenty of vehicles scattered about to assist each team in its offensive and defensive efforts. The two APCs are particularly valuable. Their auto-cannons can shed infantry and vehicles alike. But they're a little too slow and sluggish to be of much use for flag capturing operations. They're better off holding near their respective flags and defending. The lighter vehicles are faster and more maneuverable, qualities necessary during assaults and escapes.

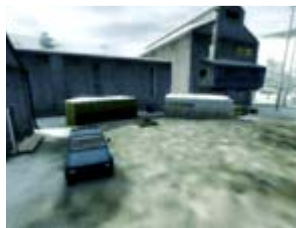
Available Vehicles:

- Pickup Truck (2)
- FAV (2)
- Eagle MTV (2)
- Combat Vehicle 90 (1)
- BMD-3 (1)

EU FLAG



The EU flag is located along the side of a large building just southwest of the Warehouse. Chinese attackers in vehicles can zoom in from either the east or west for a quick capture. This can be prevented with mines or by anyone playing defense in the Combat Vehicle 90 that spawns nearby. The roofless building to the south is also a good defensive spot.



TIP The two bunkers east of the US flag are great defensive sniper positions. Snipers inside these bunkers can cover both the flag and the adjoining road. But don't get too comfortable. After a few easy kills, you're likely to draw some attention. Be prepared to relocate before your victims seek revenge.



CHINESE FLAG

The Chinese flag is a bit more protected, surrounded by the buildings of the Factory courtyard. As in the conquest mode, the only vehicle access point is on the eastern side. But defenders should also be prepared for infantry attacking through the alleys to the west. The second floor of the southern building offers a good vantage point on the flag, as well as the eastern entrance.

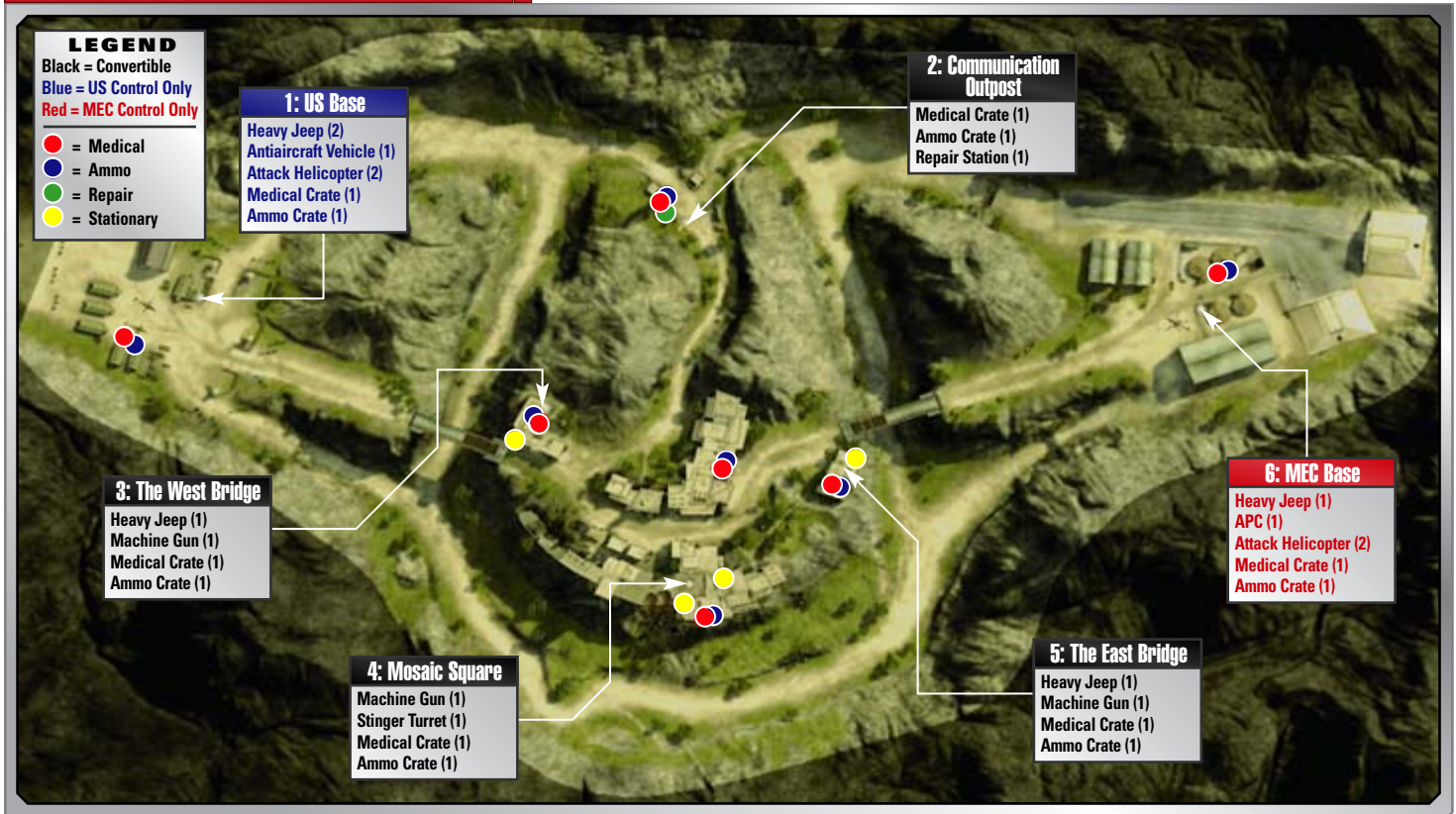


TIP Surprise attackers by hiding the BMD-3 between these shipping containers in the northwestern corner of the Factory's courtyard. The containers protect the APC's flanks, limiting attacks to its weak side and rear armor.

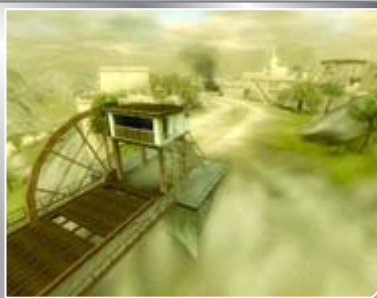


THE NEST

CONQUEST: HEAD-ON



INTELLIGENCE REPORT



This stronghold known as The Nest in MEC territory holds important anti-air weaponry and a communications centre. Both US and MEC forces need to secure the area to gain control of the region. For the US forces this would mean massive air superiority and for the MEC forces it is the key to defending the region.

It is possible that both sides will attempt to raise the bridges that lead to the central area and prevent their enemy from bringing across heavy attack vehicles.

Battle Overview

While the two bridges play a role in limiting access to the central plateau, it's important not to get too hung up with

raising and lowering them. The real deciding factor of this battle is air power. Both sides have access to two helicopters and should use them to rush the neutral control points at the start of the battle. The MEC Mi-24s have the advantage here, capable of carrying two paratroopers while still retaining the pilot and gunner positions for offensive operations. Choppers should never take off without a gunner, as the chin-mounted auto-cannons are the best weapons for downing the enemy's helicopters. Air superiority can also be accomplished with the US M6 Bradley and the Stinger turret at the Mosaic Square.

Although only three control point captures are necessary to secure a drain on the enemy's ticket count, both sides should try to take control of all of them. Once all four control points in the center are held, the bridge leading to the enemy base can be raised, and a siege can commence. It's not very sporting, but it's entirely possible to keep the enemies pinned at their base by pounding them with attack helicopters. Lock off all paths of escape by posting units at the northern and southern roads—the ones partially blocked by rocks. If you're playing against an unorganized team, it's possible to lay siege to the enemy base within the first few minutes of a round, all but guaranteeing a major victory.

Flag 1:

US BASE

Initial Control: US

US BASE ASSETS

<i>US Control</i>	<i>Unit Count</i>
HMMWV	2
M6 Bradley	1
AH-64	2
Medical Crate	1
Ammo Crate	1

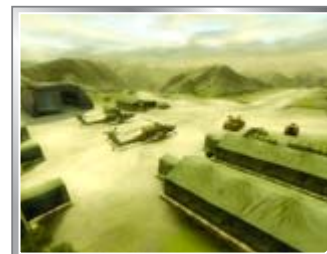
Situated on the western edge of the map, the US Base produces the bulk of the US team's vehicles. The Apache helicopters are particularly valuable and should remain airborne as much as possible to support troops on the ground. However, the base is not equipped with either helipads or repair stations. Still, it's best to return to the base when the choppers are damaged to conduct repairs with an engineer's blowtorch. The M6 Bradley is often the unsung hero of this battle. It should stay somewhere



TIP Park the M6 Bradley where it can't be easily spotted (or hit) from the air. This small cluster of trees near the West Bridge is a good spot. From here, it can engage Mi-24s over the town, as well as intercept any heading for the US Base.



between the US Base and West Bridge and knock the Mi-24s out of the sky with Stinger Missiles—it's important to defend the Apache spawns. The base has three main access points, but the northern and southern approaches are blocked by large boulders. Infantry can move around these rocks, but vehicles have a tough time getting



through. The main access point is the main dirt road to the east, running across the West Bridge. This road should be watched and mined by US defenders to prevent MEC thieves focused on stealing an Apache.

Flag 2:

COMMUNICATION OUTPOST

Initial Control: Neutral

The Communication Outpost sits in the middle of a Y-intersection on the northern edge of the map. Although this control point can be accessed from three separate directions, the road to the south is the most likely avenue of attack, as it's the most direct connection to the other control points. Defenders can easily cover the narrow roads with mines to deter vehicle rush attacks. The control point offers no vehicles to its captor, but it is home to the only repair station on the map. In fact, a steady helicopter pilot can land or hover next to the repair station to patch up any damage. But this is only advisable if the control point is held by friendly troops.

COMMUNICATION OUTPOST ASSETS

<i>US Control</i>	<i>MEC Control</i>	<i>Unit Count</i>
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

CAUTION Use the external camera when landing or hovering near the Communication Outpost's repair station. Keep the rotors clear of the telephone poles, as well as the flagpole.



The Nest

Flag 3:

THE WEST BRIDGE

Initial Control: Neutral

THE WEST BRIDGE ASSETS

US Control	MEC Control	Unit Count
HMMWV	Otokar Akrep	1
Machine Gun	Machine Gun	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP MEC snipers positioned at the West Bridge can target the US Apache helicopters spawned at the US Base with either their sniper rifle or laser target designator. For best results, wait until a pilot has entered the chopper. While the rotor blades spin up, the chopper and its crew are sitting ducks. Fire a couple of quick rounds through the cockpit's glass to take out the pilot and gunner. Repeat the process as new victims rush for a chance to fly the Apache—there's no better sniper bait than an unoccupied helicopter.



The West Bridge is the first control point the US troops are likely to capture as they race east from their base. It's important to take early too because it shouldn't fall into MEC hands. By interacting with the switch in the bridge's nearby control house, MEC troops can raise the bridge, preventing the US team from moving its vehicles directly into the town. But once captured, this control point can be difficult to attack, assuming it's well defended. There is only one access point to the flag, via the set of steps on the eastern side of the building. Defending special ops troops can lock down this area by placing C4 at the top of the steps or at the base of the flag. But defenders should also watch out for troops parachuting from helicopters.



Flag 4:

MOSAIC SQUARE

Initial Control: Neutral

MOSAIC SQUARE ASSETS

US Control	MEC Control	Unit Count
Machine Gun	Machine Gun	1
Stinger Turret	Stinger Turret	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

Both teams should rush to capture the Mosaic Square at the start of every battle. This control point is extremely valuable because of its Stinger turret—the only one on the map. While the US team already has Stinger Missile capability from its M6 Bradley, securing all of the air defenses can have a big impact on the battle, allowing US Apaches to operate with minimal AA threat. This is exactly why it's equally significant that the MEC team takes this control point, simply to even out the odds. The control point's flag sits in the center of an elaborate mosaic pattern on the floor of a small courtyard. Vehicles can access this courtyard via the main dirt road to the north. Defenders should cover the flag from the upper level walkway surrounding the courtyard. While most attacks are likely to come from the north, infantry can infiltrate the control point from the south too.



TIP When piloting one of the attack helicopters, strafe enemy positions on the plateau by side-slipping left or right. This allows you to keep the chopper's weapons pointed at the enemy while evading incoming small arms fire and rockets. This is particularly effective when attacking the Mosaic Square.



TIP The Stinger turret at the Mosaic Square is located on the upper level walkway just east of the flag. This walkway can be accessed via a wooden ramp to the south, or by hopping up on the green crates to the north. All pilots should be very familiar with this turret's location and take steps to avoid it if the Mosaic Square is held by enemy troops.



Flag 5:

THE EAST BRIDGE

Initial Control: Neutral

THE EAST BRIDGE ASSETS

<i>US Control</i>	<i>MEC Control</i>	<i>Unit Count</i>
HMMWV	Otokar Akrep	1
Machine Gun	Machine Gun	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP Both bridges can be raised and lowered by interacting with this red switch inside the control house. Work with teammates to stage some awesome vehicle jumps when the bridge is sloped at a 45-degree angle or less.



The East Bridge control point is nearly identical to its cousin to the west. Just like the West Bridge, this bridge can be raised, preventing ground vehicles originating at the MEC Base from crossing the nearby ravine. The control point's flag is also located on the rooftop of a building and can be accessed by climbing the stairs on the

western side of the structure. C4 booby traps and other anti-infantry measures should be taken by defenders to keep attackers from climbing these steps and reaching the roof. Snipers positioned along the rooftops of the large group of buildings to the west can help cover both the staircase and the flag.



Flag 6:

MEC BASE

Initial Control: MEC

MEC BASE ASSETS

<i>MEC Control</i>	<i>Unit Count</i>
Otokar Akrep	2
BMP-2	1
Mi-24	2
Medical Crate	1
Ammo Crate	1

TIP With no helipads on the map, it's up to engineers to keep the helicopters at full strength. Remember, it's much faster to land and repair a helicopter than it is to let it be destroyed and wait for a new one to spawn.



This small airfield on the eastern side of the map serves as the MEC Base. The layout is nearly identical to the US Base with three main roads leading outward to the west—but the center road is the only one unobstructed by boulders. Lacking an anti-aircraft vehicle, the MEC team must improvise when it comes to dealing with the US team's Apaches. The BMD-3's auto-cannon is quite effective against helicopters, as is the chin-mounted gun turret on the Mi-24s. Like almost all bases in head-on matches, this one can't be captured, but defenders should still be on the watch for attackers attempting to sabotage or steal the helicopters.



The Nest

CTF

LEGEND

- = Medical
- = Ammo
- = Repair



CTF Overview:

This match takes place almost entirely within the town situated on the southern plateau. The central dirt road running east and west is likely to become a massive kill zone, particularly for vehicles attempting to rush their opponents' flag. Although slower, infantry usually have a longer life span by negotiating the town's narrow alleys. The buildings lining the southern edge of the plateau offer great cover when advancing or escaping.

Available Vehicles:

HMMWV (1)

Otokar Akrep (1)

US FLAG



The US flag is located on a small, grassy plain near the West Bridge. Although the flag is surrounded by several trees and shrubs, it can still be overrun by vehicles. A few mines scattered between the trees can prevent such enemy rush attacks. With no adequate cover nearby, defenders should watch the flag from a distance—the building and hills to the north are ideal.



MEC FLAG



The MEC flag has almost identical surroundings, positioned on a spot of grass within a small grove of trees near the East Bridge. Like the US flag, it can also be captured by vehicle-based attacks. These can be easily stopped with mines or C4. Defenders should cover the flag from the large group of buildings to the northwest or the East Bridge structure.



TIP The rooftop of the West Bridge building just north of the flag is a great cover spot for US defenders. At this range, assault troops, special ops, and snipers are all effective.

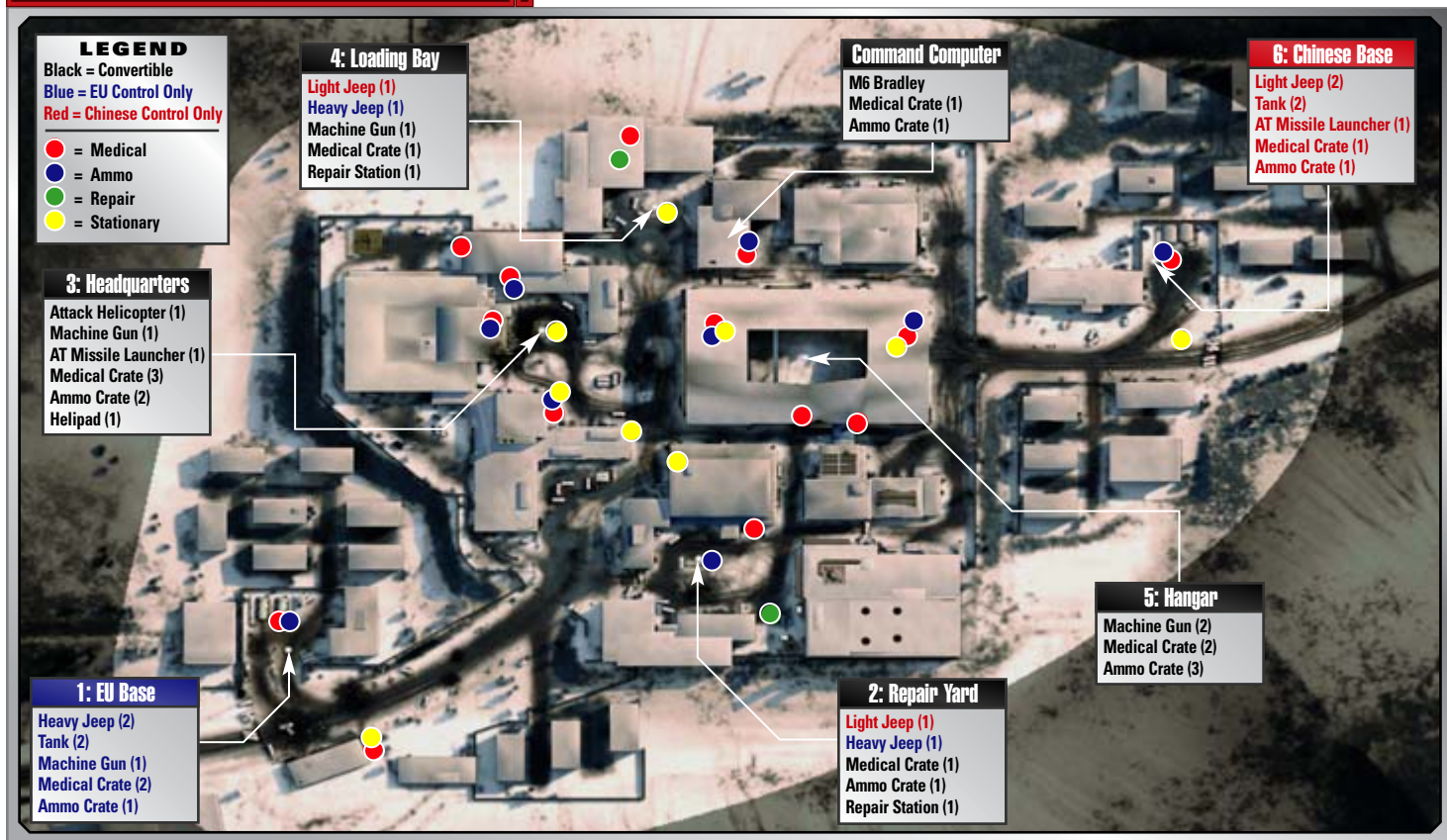


CAUTION Don't fall off the plateau. Even if you survive the fall (deploy your parachute), you have a long hike ahead of you, as most areas in the ravine are too steep to climb. The quickest way to reach the top is by moving along the rubble-strewn slope south of the Mosaic Square.



RUSSIAN BORDER

CONQUEST: HEAD-ON



INTELLIGENCE REPORT



Chinese Intelligence has intercepted EU communications and is moving to prevent them from taking control of tank production facilities in the east of Russia.

Reports state that a large number of tanks from both armies are poised to clash in this industrial area, aiming to gain control of the central warehouse and thus gain the upper hand in the battle.

Battle Overview

At the start of the battle, both teams are well matched, beginning with identical assets. A drain on the opposing team's ticket count can be secured by capturing and holding three of the four neutral control points in the map's center. In terms of assets, the Headquarters and Loading Bay are the top prizes on this map. They don't produce much themselves, but they're adjacent to areas that do—the AS-665 attack helicopter near the Headquarters, and the M6 Bradley and command computer near the Loading Bay.

These two key control points should be the focus of both teams during the opening moments of the battle. The EU forces should start by racing to capture the Headquarters and Loading Bay with their Eagles while the T-90s move against the Repair Yard and Hangar. The Chinese should do the same, using their FAVs to capture the more distant control points while their Type 98s secure the Hangar and Loading Bay. With quick movement, careful coordination, and the help of incompetent opponents, it's entirely possible to capture all four neutral control points early on, paving the way for a quick victory.

Russian Border

Flag 1:

EU BASE

Initial Control: EU



This large industrial courtyard on the western edge of the map serves as the EU Base. Since this is a head-on match, the base can't be captured. As a result, the EU team has a steady spawn point and constant supply of Eagle MTVs and T-90 tanks. The Eagles are useful for rushing the neutral control points at the start of the battle while the T-90s counter the Chinese Type 98s. There is only one road leading in and out of the base. This can be covered with the eastern-facing machine gun mounted on the sandbags to the southeast. If the Chinese troops capture all of the control points, they may try to pin the EU team at its base. In such an event, vehicles have a hard time escaping, so it's up to the infantry to sneak out and gain a foothold elsewhere on the map.

EU BASE ASSETS

<i>EU Control</i>	<i>Unit Count</i>
Eagle MTV	2
T-90	2
Machine Gun	1
Medical Crate	2
Ammo Crate	1

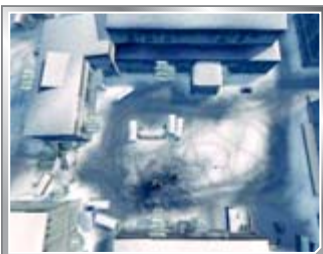
TIP During tank battles, seek cover behind any available objects, like this burning car. With only the turret exposed, your tank is much harder to hit.



Flag 2:

REPAIR YARD

Initial Control: Neutral



The Repair Yard's limited access makes it relatively easy to defend, so it should be grabbed early in the battle for this precise reason. There are only two narrow access points. EU troops in vehicles are most likely to enter via the ramp on the western side. The ramp outside the courtyard allows them to jump a vehicle (even a tank) over the makeshift barrier of an overturned flatbed trailer. However, the ramp is only a one-way access point. All other vehicles must enter and exit through the alleys to the northeast. This is the path most Chinese troops enter from. Defenders should cover this entry point with mines. It's also possible to cover these alleys by parking a vehicle in the courtyard's southeast corner, right next to the repair station. From this point, it's possible to engage all incoming attackers while receiving constant repairs.

REPAIR YARD ASSETS

<i>EU Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Eagle MTV	FAV	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

TIP When attacking the Repair Yard with vehicles from the west, use the ramp to jump into the courtyard. Just make sure your vehicle has enough health to sustain a rough landing.



Flag 3:

HEADQUARTERS

Initial Control: Neutral

HEADQUARTERS ASSETS

<i>EU Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
AS-665	AS-665	1
Machine Gun	Machine Gun	1
AT Missile Launcher	AT Missile Launcher	1
Medical Crate	Medical Crate	3
Ammo Crate	Ammo Crate	2
Helipad	Helipad	1

Both sides need to take control of the Headquarters as quickly as possible to attain access to the map's only attack helicopter. The AS-665 Tiger is parked on a helipad to the northwest, even before any team takes the control point.

Technically, the helicopter isn't attached to the control point—it always spawns on the helipad. But due to proximity, the captor of the Headquarters probably controls the Tiger too. The Headquarters' flag sits in the middle of a courtyard on the eastern side of the main building.

Defenders can lock down the courtyard by mining the narrow entry points to the east. The northern and southern rooftops are also accessible, providing defending infantry with a nice height advantage. An antitank missile turret is positioned in the upper floor of the damaged building to the south. This is ideal for covering the courtyard's entrances, as well as blasting enemy vehicles and infantry on the nearby road.



TIP The Hangar's circular western window provides a great view of the Headquarters' flag. Snipers positioned along this upper level catwalk can also cover the Loading Bay and Hangar's flags.



Flag 4:

LOADING BAY

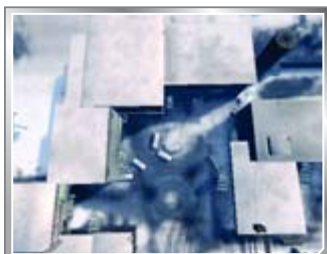
Initial Control: Neutral

LOADING BAY ASSETS

<i>EU Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Eagle MTV	FAV	1
Machine Gun	Machine Gun	1
Medical Crate	Medical Crate	1
Repair Station	Repair Station	1

The Loading Bay is just northeast of the Headquarters and north of the Hangar, making it a good staging area for assaults on both control points. It's also very close to the command computer, located in the adjacent building to the southeast—this alone makes the control point worth fighting for. Like most of the other control points, its flag sits in the middle of a small courtyard, surrounded by sandbags and a couple of shipping containers. A machine gun mounted on the sandbags is good for covering the entry point to the south, but defenders shouldn't make a habit of standing out in the open too long. The garage to the north contains a repair station, useful for fixing up tanks on the move. There's also a second floor of the garage, accessible by using the interior ramp on the eastern side. The upper floor window provides a great view of the flag below, as well as the main road to the south.

TIP The rectangular building just west of the Loading Bay serves as a tunnel leading to the helipad near the Headquarters. Use this path to quickly access the Tiger attack helicopter.

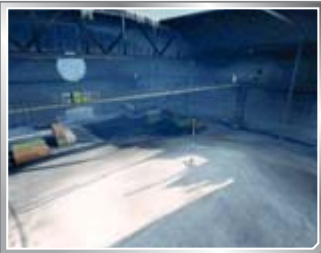


Russian Border

Flag 5:

HANGAR

Initial Control: Neutral



Fighting for control of the massive Hangar is often a small-scale battle in itself. The control point's flag sits in the very center of the structure on a slight hill. There is absolutely no cover near the flag, requiring attackers to stand out in the open while converting it. An upper level catwalk rings the interior perimeter of the structure, providing defenders with a perfect view of the flag. There are also two smaller buildings just inside the Hangar's large eastern and western entrances. Both of these buildings are equipped with an inward-facing machine gun that can also be used to cover the flag. If heavily defended, the Hangar is a tough nut to crack.

CAUTION It's possible to fly the Tiger through the roof of the Hangar, but capturing the flag by air is hazardous. The capture radius is extremely small, requiring you to pilot the helicopter extremely close to the flagpole. If the rotor strikes the pole, your helicopter ride comes to an abrupt and fiery end.



HANGAR ASSETS		
<i>EU Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Machine Gun	Machine Gun	2
Medical Crate	Medical Crate	4
Ammo Crate	Ammo Crate	3

Attackers should use tanks to repel the small arms fire likely to be encountered while converting the flag. Remember, mines can be cleared with gunfire, so infantry should clear a path around the flag before the tanks roll in for the capture. While holding at the flag, those in tanks should listen for the beeping sound of a sniper's LTD achieving a lock. Thanks to the large opening in the Hangar's roof, air strikes (and mortar strikes) are still a threat.

Flag 6:

CHINESE BASE

Initial Control: China

CHINESE BASE ASSETS	
<i>Chinese Control</i>	<i>Unit Count</i>
FAV	2
Type 98	2
AT Missile Launcher	1
Medical Crate	1
Ammo Crate	1

From its base to the east, the Chinese team begins relatively close to the Hangar and Loading Bay. The FAVs spawned here should be used to quickly capture these key control points as soon as the battle begins. Like the US Base, the Chinese Base can't be captured. Still, the Chinese forces shouldn't totally abandon their base once they've attained a foothold to the west. Those who stay behind can use the antitank missile launcher to cover the main road approaching from the west. At the very least, it's important that teammates spawn here to bring the Type 98 tanks to the front lines. Not only are they useful during attacks, but they're sometimes needed to defend control points against the EU's T-90s.



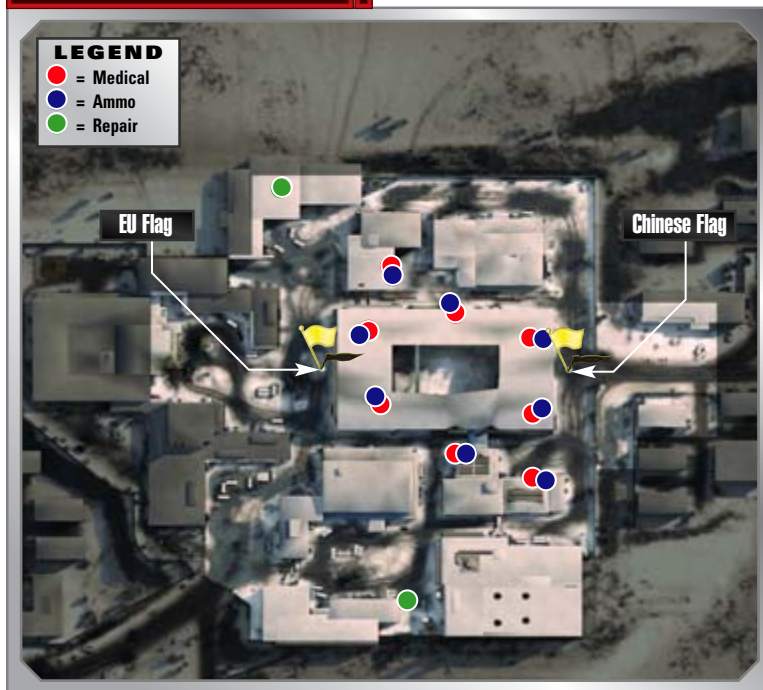
At the very least, it's important that teammates spawn here to bring the Type 98 tanks to the front lines. Not only are they useful during attacks, but they're sometimes needed to defend control points against the EU's T-90s.

COMMAND COMPUTER



The command computer is located in a garage just west of the Loading Bay. It's positioned on a catwalk along the northern wall. As usual, look for tight clusters of enemies when calling in an artillery strike—both bases and the courtyard-based control points are particularly vulnerable. The garage also houses the map's only M6 Bradley, which spawns here at all times regardless of who holds the surrounding control points. The Bradley is useful for blasting enemy troops or shooting down the Tiger attack helicopter with its Stinger Missiles.

CTF



CTF Overview:

The Hangar is once again the site of some intense action in this wild CTF match. Both sides have access to several vehicles—cars and Eagles on the EU side and pickup trucks and FAVs on the Chinese side. However, there are only two vehicle approaches to the enemy's flag—through the Hangar itself or along the railroad tracks on the northern side. While the Hangar is always a kill zone for infantry, there's enough room inside to speedily maneuver vehicles through. Just watch out for the mines likely to be tossed around the base of each flag. The Eagles and FAVs are best suited for flag capture, as the cars and pickup trucks tend to get stuck when straddling the flags' bases.

Available Vehicles:

- Car (2)
- Pickup Truck (2)
- Eagle MTV (2)
- FAV (2)

EU FLAG



The EU flag is located just outside the Hangar's western entrance. While mines are always a good defensive measure, the EU team needs to take the access of its own vehicles into consideration. Instead of just covering the Hangar door, the defenders should also watch the northern and southern alleys.



TIP The upper floor of the Loading Bay's garage is an excellent long-range cover point for EU snipers defending their flag. You have to step out of bounds momentarily to reach it.



CHINESE FLAG

The Chinese flag sits outside the Hangar's opposite entrance to the east. There aren't too many great cover positions for infantry defenders directly around the flag. But an FAV parked to the south can cover the flag using its grenade launcher and machine gun.



TIP Both teams have enough vehicles to stage large, convoy-like attacks on the enemy flag. Once coordinated, the vehicles should drive in a spread-out, single file formation directly through the Hangar. The front vehicles (preferably cars and trucks) can be sacrificed to clear mines while the rear vehicles go for the flag.



SPECIAL OPS

CONQUEST: ASSAULT

LEGEND

Black = Convertible
Blue = US Control Only
Red = MEC Control Only

- = Medical
- = Ammo
- = Repair
- = Stationary

6: Hangar

Light Jeep (1)
Heavy Jeep (1)
Scout Helicopter (1)
Attack Helicopter (1)
Machine Gun (1)
Stinger Turret (2)
Medical Crate (1)
Ammo Crate (2)
Repair Station (1)

5: Military Base

Light Jeep (1)
Heavy Jeep (1)
Medical Crate (1)
Ammo Crate (1)
Repair Station (1)

4: The Crossing

Medical Crate (1)
Ammo Crate (1)

3: Small Village

Heavy Jeep (1)
Machine Gun (2)
Medical Crate (1)
Ammo Crate (1)

2: Beached Cargo Ship

Boat (2)
Ammo Crate (1)

Command Computer

1: Insertion Point

Boat (3)
Transport Helicopter (1)
Machine Gun (2)
Stinger Turret (1)
Medical Crate (1)
Ammo Crate (1)

INTELLIGENCE REPORT



US forces are receiving unconfirmed reports that the Chinese army is conducting tests on an experimental new aircraft at a secret base in the hills of Northern China. They have

dispatched a squad of soldiers to capture the Chinese aircraft hangar and investigate these claims.

The attack is unexpected but the Chinese have been able to deploy helicopters to support their ground troops against the US threat.

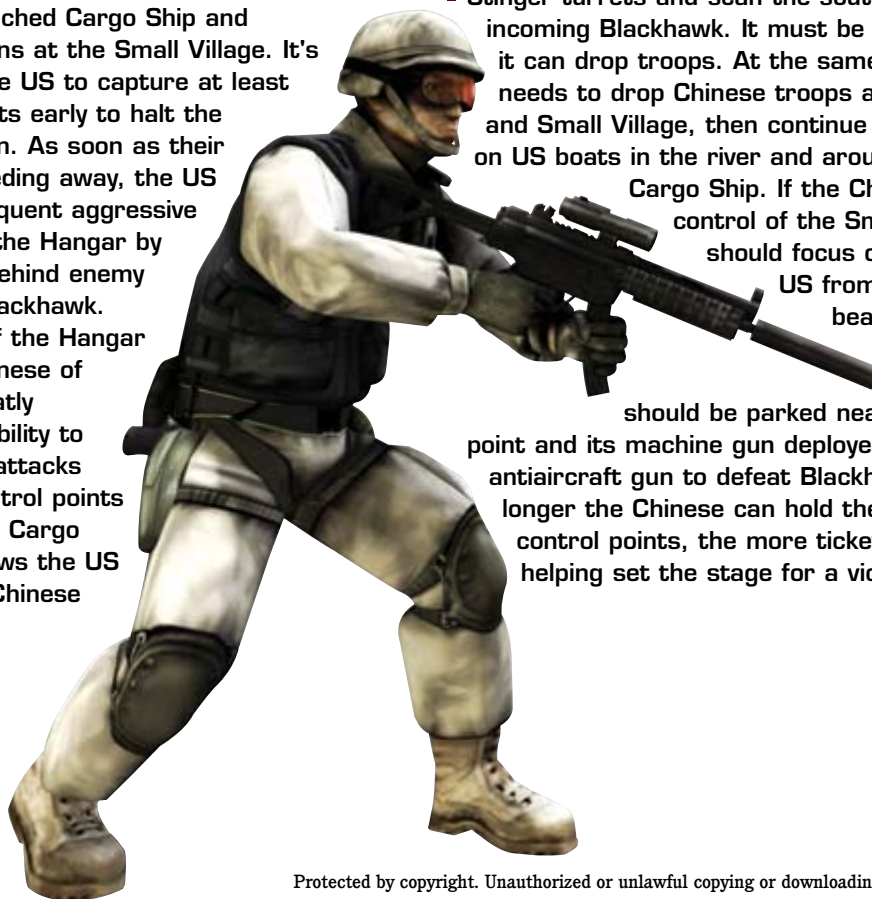
Battle Overview

Although the control points look like a row of stepping stones running up the map, this battle should not be fought entirely in a linear fashion. The US troops must use their Blackhawk to quickly gain a foothold on the northern side of the map by dropping teammates at the Small Village and the Crossing. Meanwhile, the Sea Ark Stingers should move to the Beached Cargo Ship and reinforce positions at the Small Village. It's important for the US to capture at least two control points early to halt the initial ticket drain. As soon as their tickets stop bleeding away, the US should make frequent aggressive pushes against the Hangar by landing troops behind enemy lines with the Blackhawk. Taking control of the Hangar deprives the Chinese of their WZ-9, greatly inhibiting their ability to stage breakout attacks against rear control points like the Beached Cargo Ship. It also allows the US to squeeze the Chinese

forces in the middle of the map, blasting them with their Blackhawk and newly acquired Little Bird.

Maintaining the US ticket drain and fiercely defending the Hangar are the Chinese team's two top priorities. At the Hangar, at least one defender should immediately take control of one of the Stinger turrets and scan the southern sky for an incoming Blackhawk. It must be shot down before it can drop troops. At the same time, the WZ-9 needs to drop Chinese troops at the Crossing and Small Village, then continue with strafing runs on US boats in the river and around the Beached Cargo Ship. If the Chinese can take control of the Small Village, they should focus on preventing the US from establishing a beachhead on the northern bank. At least one FAV

should be parked near each control point and its machine gun deployed as an anti-aircraft gun to defeat Blackhawk raids. The longer the Chinese can hold the four northern control points, the more tickets the US loses, helping set the stage for a victory.



Special Ops

Flag 1:

INSERTION POINT

Initial Control: US

INSERTION POINT ASSETS

<i>US Control</i>	<i>Unit Count</i>
Sea Ark Stinger	3
UH-60	1
Machine Gun	2
Stinger Turret	1
Medical Crate	1
Ammo Crate	1

TIP The roof of this structure at the US Base can be accessed by climbing the ramp on the southern side. US snipers positioned here can assist the assault by picking off enemy troops at the Beached Cargo Ship and Small Village.



The Insertion Point is the US team's staging area for the assault. In addition to spawning the extremely valuable Blackhawk, it also spawns three Sea Ark Stingers, useful for assaulting the Beached Cargo Ship and Small Village to the north. This area can't be seized by Chinese forces, but it should still be defended by the US team to protect the vehicles from attack, particularly in the open moments of the battle when the beach is crawling with friendly troops. The Chinese WZ-9 poses the biggest threat but can quickly be countered with the Stinger turret. A pair of machine guns also covers the shoreline and can be used to engage the Chinese chopper.



Flag 2:

BEACHED CARGO SHIP/COMMAND COMPUTER

Initial Control: Neutral



The dominating feature of this control point is the massive cargo vessel beached on the island's northern shore. The US team has the best chance of reaching this control point first and converting the flag on the eastern side of the island. The two Sea Ark Stingers spawned on the northern side of the island (near the cargo ship) are not connected to the control point—they spawn here regardless of who holds it. The US team can use these boats to assault the Small Village to the north while Chinese troops can use them to stage raids on the Insertion Point. Both teams should make an effort to hold this control point, as it's also home to the command computer. The computer is located on the cargo ship, hidden within a shipping container along the starboard side—use the mini-map icon to zero in on its precise location. The US team should coordinate artillery strikes with advances on the Military Base and Hangar.

BEACHED CARGO SHIP ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Sea Ark Stinger	Sea Ark Stinger	2
Ammo Crate	Ammo Crate	1

TIP The command computer sits at the far end of this shipping container, protecting the operator from the chaos outside.



Flag 3:

SMALL VILLAGE

Initial Control: Neutral

SMALL VILLAGE ASSETS

US Control	Chinese Control	Unit Count
HMMWV	—	1
Machine Gun	Machine Gun	2
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP It's possible to convert the Small Village's flag from within the nearby shipping container. Move to the back of the container to enter the control point's capture radius. When searching for stragglers, defenders should always peek in here.



The Small Village is situated on the northern riverbank. By establishing control here, the US team can push inland toward the three northern control points. Troops moving north from the Small Village can either trek through the jungle on foot or utilize the road to the east along the beach. This road winds north, then west, dropping into a dry riverbed



running east and west across the map. The riverbed is the only way ground vehicles can easily access the Military Base and Hangar control points, as the jungle terrain is far too uneven and densely packed with trees, rocks, and shrubs. Back at the village, the flag is protected by a couple of machine guns, useful for



covering the jungle to the north and the road to the east. If the enemy holds the Crossing and other points to the north, attacks are likely to come from both directions with infantry attacking from the jungle and vehicles advancing along the road.

Flag 4:

THE CROSSING

Initial Control: Neutral

THE CROSSING ASSETS

US Control	Chinese Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

The Crossing control point is little more than a flagpole stuck in the middle of the jungle. But it serves an important purpose, allowing the captor to control traffic across the footbridge spanning the dry riverbed. This footbridge is the quickest way for infantry to move between the Small Village and Military Base. Both sides can make use of this control point by setting up ambushes along the narrow bridge. C4 booby traps and focused fields of fire can chew up enemy troops really quickly. Infantry should expect heavy close-range combat in the jungle. Consider spawning as an engineer or special ops soldier, as the shotgun and sub-machine gun are ideal for these types of up-close engagements.



TIP The shipping container in the riverbed is a nice ramp, perfect for jumping over the footbridge near the Crossing. The Humvee is a little easier to jump than the FAV, due to its narrower wheel base. If you time your jump just right, you might be able to clip an enemy soldier crossing the footbridge for a flying road kill.



Special Ops

Flag 5:

MILITARY BASE

Initial Control: China

MILITARY BASE ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
HMMWV	FAV 1 (US), 2 (China)	
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

TIP Booby-trap the holes in the fence with C4 and watch for intruders from the nearby rooftop at the Military Base.



This is the entry point to the Chinese secret base. A large fence lines the southern edge of the base, but there are many breach points, including two holes just south the flag. Infantry advancing from the south usually enter here. Vehicles can enter via the road to the west. Chinese defenders should consider mining and booby-trapping all access points, especially once the US attackers establish a foothold at the Small Village. The Military Base's flag sits outside a garage, identical to the building at the Busted Bus control point on the Harbor Edge map—this time the repair station is inside the garage. The rooftop of the building is a fine perch for defenders covering the jungle to the south or even the flag at the Hangar.



Flag 6:

HANGAR

Initial Control: China



Despite its impressive list of assets, the Hangar is not a base. It's a control point and can be captured by the US team. In fact, the US would be wise to capture this vital control point as soon as possible to deprive the Chinese team of its only helicopter spawn point. The Chinese team should expect heavy action at the Hangar even before the US lands troops at the Small Village—the Blackhawk can transport a total of five US troops to this control point within the first minute of the battle. Therefore, Chinese defenders should never wander far away from the two Stinger turrets positioned at the base of the northern cliff, just east of the flag.

Speaking of the flag, it's positioned near the large hangar door. A small, bunker-like room on the eastern side of this door contains a machine gun that can be used to defend the flag—the flag can also be converted from within this room. If the US forces manage to capture the Hangar, they have another helicopter at their disposal (a Little Bird) and can use it to squeeze the Chinese team at the central control points.

HANGAR ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
HMMWV	FAV	1
AH-6J	WZ-9	1
Machine Gun	Machine Gun	1
Stinger Turret	Stinger Turret	2
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	2
Repair Station	Repair Station	1

TIP With the aid of a helicopter ride, snipers can take up positions on the cliff overlooking the Hangar and Military Base control points.



CTF



CTF Overview:

This is one of the largest CTF maps available, requiring both sides to travel great distances to capture the opponents' flag. As a result, don't expect very many high scores. Due to the map size, the match plays very differently based on how many players are in the game. If there are 12 or fewer players, the pickup trucks and cars are very effective for captures. But on a full server (24 players), infantry are much more effective, as more players take to defense, shutting down the vehicle access points with mines. As the match becomes more infantry-based, prepare for some intense firefights in the jungle between the Small Village and Military Base—keep your eyes peeled for dropped flags.

Available Vehicles:

- Car (2)
- Pickup Truck (2)

US FLAG



The US flag is located at the Small Village, near the same point where the flagpole is in conquest mode. But this time, there aren't any machine guns nearby to defend it. Instead, it's up to the US team's defenders to lay out some mines and plant C4 in the appropriate access points. A pair of pickup trucks spawns nearby, which the team can use for high-speed raids on the Chinese flag.



TIP A small squad of three or four teammates can set up elaborate and deadly ambushes in the jungle. The footbridge spanning the dry riverbed is an ideal kill zone.



CHINESE FLAG

The Military Base serves as the home of the Chinese flag in this CTF match. As in conquest mode, the holes in the southern fence are predictable access points for infantry incursions. These openings should be watched by defenders, and the road to the west should also be mined to prevent vehicle rushes.



TIP Need some cover? The cars near the Chinese flag or the pickup trucks near the US flag can be used as defensive barriers or roadblocks. But watch their damage level when hiding behind them for cover—you don't want to be nearby when they explode.



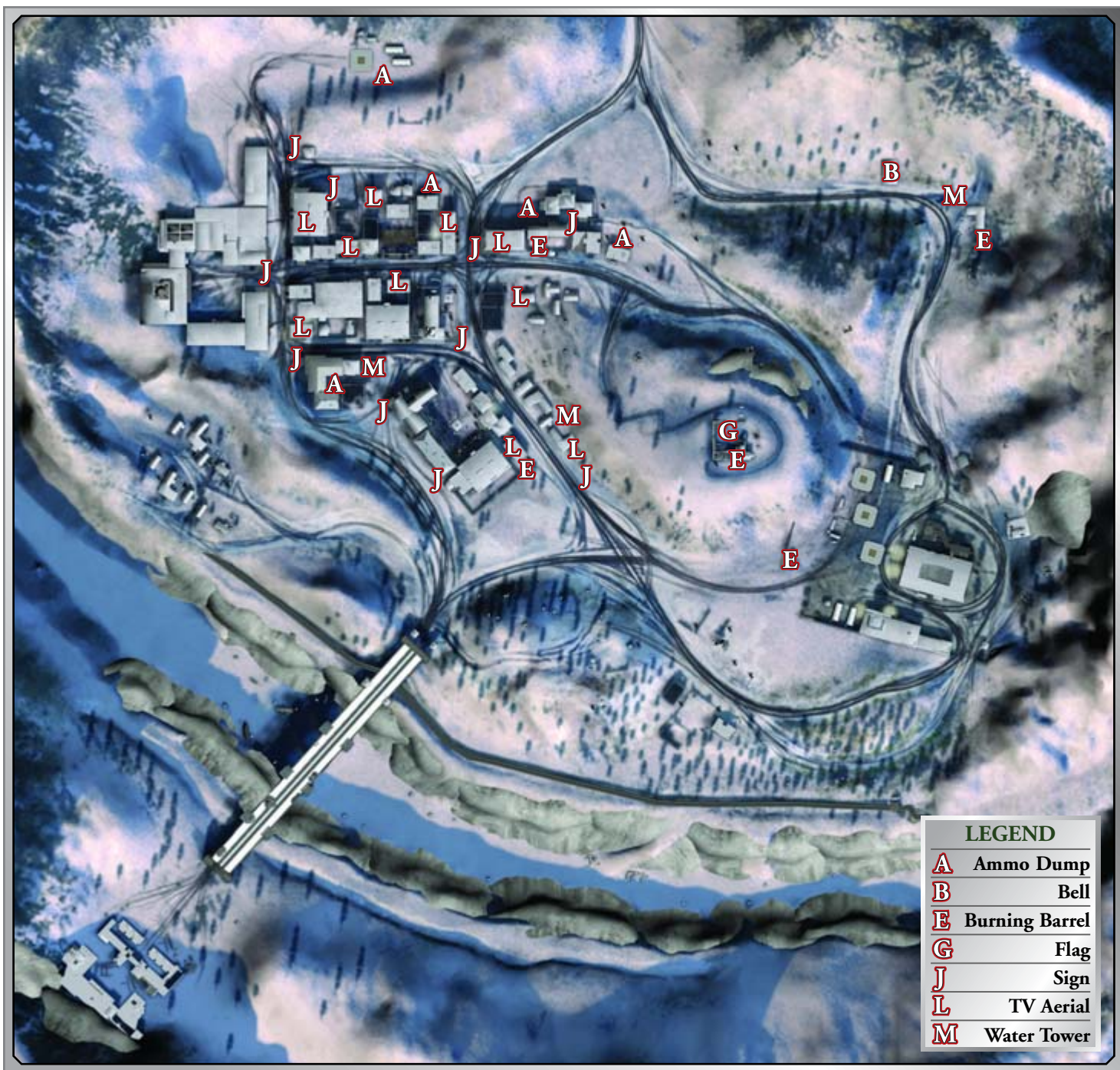
APPENDIX A: ENHANCEMENTS

SINGLE-PLAYER ENHANCEMENTS

RANK	HEALTH				DAMAGE			ARMOR				AMMO			PHYSICAL			
	x1.5	x2	x3	Auto-Heal	x1.5	x3	Explosive Bullets	Light	Medium	Heavy	Invulnerable	Rapid Fire	Fast Reload	Fast Restock	Agility—Movement Speed	Agility—Fall Distance	Agility—Jump Height	Agility—Throw Distance
Battlefield General	—	—	✓	✓	—	✓	✓	—	—	✓	✓	✓	✓	✓	✓	✓	✓	✓
4-Star General	—	—	✓	✓	—	✓	✓	—	—	✓	✓	✓	✓	✓	✓	✓	✓	✓
Lieutenant General	—	—	✓	✓	—	✓	✓	—	—	✓	✓	✓	✓	✓	✓	✓	✓	✓
Major General	—	—	✓	✓	—	✓	✓	—	—	✓	—	✓	✓	✓	✓	✓	✓	✓
Brigadier General	—	—	✓	✓	—	✓	—	—	—	✓	—	✓	✓	✓	✓	✓	✓	✓
Colonel	—	—	✓	—	—	✓	—	—	—	✓	—	✓	✓	✓	✓	✓	✓	✓
Lieutenant Colonel	—	—	✓	—	—	✓	—	—	✓	—	—	✓	✓	✓	✓	✓	✓	✓
Major	—	—	✓	—	✓	—	—	—	✓	—	—	✓	✓	—	✓	✓	✓	✓
Captain	—	—	✓	—	✓	—	—	—	✓	—	—	✓	✓	—	✓	✓	✓	✓
1st Lieutenant	—	✓	—	—	✓	—	—	—	✓	—	—	✓	✓	—	✓	✓	✓	✓
2nd Lieutenant	—	✓	—	—	✓	—	—	✓	—	—	—	✓	✓	—	✓	✓	✓	✓
Chief Warrant Officer	—	✓	—	—	✓	—	—	✓	—	—	—	✓	✓	—	✓	✓	✓	—
Warrant Officer	—	✓	—	—	✓	—	—	✓	—	—	—	✓	—	—	✓	✓	✓	—
Command Sgt. Major	—	✓	—	—	✓	—	—	✓	—	—	—	✓	—	—	✓	✓	✓	—
Sergeant Major	—	✓	—	—	✓	—	—	✓	—	—	—	✓	—	—	✓	✓	—	—
Master Sergeant	✓	—	—	—	✓	—	—	✓	—	—	—	✓	—	—	✓	✓	—	—
Sergeant 1st Class	✓	—	—	—	✓	—	—	✓	—	—	—	✓	—	—	✓	—	—	—
Sergeant	✓	—	—	—	✓	—	—	✓	—	—	—	✓	—	—	—	—	—	—
Corporal	✓	—	—	—	✓	—	—	✓	—	—	—	—	—	—	—	—	—	—
Private 1st Class	✓	—	—	—	✓	—	—	—	—	—	—	—	—	—	—	—	—	—
Private	✓	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

APPENDIX B: FIELD TASKS

ALMATY FIELD TASKS



MANGYSTAU FIELD TASKS



QYZYLORDA FIELD TASKS



APPENDIX C: AWARDS



SINGLE-PLAYER GENERAL INFANTRY MEDALS



First Medal	Second Medal	Third Medal	Fourth Medal
25th fuel barrel kill	50th fuel barrel kill	75th fuel barrel kill	100th fuel barrel kill
Sharp Shooter: 3 "Perfect" kills in a row	Sharp Shooter: 5 "Perfect" kills in a row	Sharp Shooter: 10 "Perfect" kills in a row	Sharp Shooter: 50 "Perfect" kills in a row
Artillery Bombardment: Kill four enemies with one artillery strike	Artillery Bombardment: Kill seven enemies with one artillery strike	Artillery Bombardment: Kill ten enemies with one artillery strike	—
Handgun Hero: Three pistol kills with one clip	Handgun Hero: Five pistol kills with one clip	Handgun Hero: Ten pistol kills with one clip	Handgun Hero: Perfect clip: 15 kills
Halo Jump: Last-second parachute pull from over 25m	Halo Jump: Last-second parachute pull from over 50m	Halo Jump: Last-second parachute pull from over 100m	—
Freefall: 25m without parachute	Freefall: 50m without parachute	Freefall: 100m without parachute	—
Single Minded: Complete a mission/skirmish using only pistols	—	—	—



SINGLE-PLAYER ASSAULT MEDALS



First Medal	Second Medal	Third Medal	Fourth Medal
Kill three enemy troops with one clip	Kill five enemy troops with one clip	Kill ten enemy troops with one clip	Perfect clip: thirty kills
50 assault rifle kills in total	100 assault rifle kills in total	200 assault rifle kills in total	—
10 assault rifle kills in a row	25 assault rifle kills in a row	50 assault rifle kills in a row	—
Assault Veteran: 500 reloads	—	—	—
Kill two enemies with one grenade	Kill four enemies with one grenade	Kill six enemies with one grenade	—
Kill three enemies in a row with rifle grenade	Kill five enemies in a row with rifle grenade	Kill ten enemies in a row with rifle grenade	—
Destroy one 4x4 with one rifle grenade	Destroy two 4x4s with one rifle grenade	—	—



SINGLE-PLAYER ENGINEER MEDALS



First Medal	Second Medal	Third Medal
Three shotgun kills with one clip	Five shotgun kills with one clip	Perfect Clip: eight shotgun kills with one clip
50 shotgun kills in total	100 shotgun kills in total	200 shotgun kills in total
10 shotgun kills in a row	25 shotgun kills in a row	50 shotgun kills in a row
Shotgun Veteran: 500 reloads	—	—
Three RPG kills in one shot	Four RPG kills in one shot	Five RPG kills in one shot
100 RPG kills in total	250 RPG kills in total	500 RPG kills in total
Destroy 3 vehicles with successive RPG shots	Destroy 5 vehicles with successive RPG shots	Destroy 10 vehicles with successive RPG shots
RPG Veteran: 500 reloads	—	—



SINGLE-PLAYER SNIPER MEDALS

First Medal	Second Medal	Third Medal
Sniper Elite: Kill three enemy troops with one clip	Sniper Elite: Kill four enemy troops with one clip	Sniper Elite: Perfect clip—Kill five enemy troops with one clip
50 sniper rifle kills in total	100 sniper rifle kills in total	200 sniper rifle kills in total
10 sniper rifle kills in a row	25 sniper rifle kills in a row	50 sniper rifle kills in a row
Sniper Veteran: 500 reloads	—	—
10 laser designator kills in total	50 laser designator kills in total	100 laser designator kills in total
Three laser designator kills in a row	Five laser designator kills in a row	Seven laser designator kills in a row
GPS Veteran: 100 GPS usages	—	—
Lone Wolf: Long headshot (over 0.1 km)	Lone Wolf: Long headshot (over 0.2 km)	Lone Wolf: Long headshot (over 0.3 km)
1st driver/pilot kill	10th driver/pilot kill	50th driver/pilot kill

SINGLE-PLAYER SPECIAL OPS MEDALS

First Medal	Second Medal	Third Medal	Fourth Medal
Kill three enemy troops with one clip	Kill five enemy troops with one clip	Kill ten enemy troops with one clip	Perfect clip: 25 kills
50 spec ops machine gun kills in total	100 spec ops machine gun kills in total	200 spec ops machine gun kills in total	—
10 spec ops machine gun kills in a row	25 spec ops machine gun kills in a row	50 spec ops machine gun kills in a row	—
Special Ops Veteran: 500 reloads	—	—	—
Silent Killer: 5 knife kills	Silent Killer: 25 knife kills	Silent Killer: 50 knife kills	—
Flasher: 3 enemies stunned with one flash grenade	Flasher: 4 enemies stunned with one flash grenade	Flasher: 5 enemies stunned with one flash grenade	—
Kill three enemy troops or vehicles with one C4	Kill five enemy troops or vehicles with one C4	Kill seven enemy troops or vehicles with one C4	—
Demolition Man: 10 C4 kills in total	Demolition Man: 15 C4 kills in total	Demolition Man: 25 C4 kills in total	—
10 C4 kills in a row	25 C4 kills in a row	50 C4 kills in a row	—
C4 Veteran: 500 C4 exploded	—	—	—

SINGLE-PLAYER SUPPORT MEDALS

First Medal	Second Medal	Third Medal	Fourth Medal
Five kills with one clip	Ten kills with one clip	Twenty-five kills with one clip	Perfect Clip: 50 kills
50 heavy machine gun kills in total	100 heavy machine gun kills in total	200 heavy machine gun kills in total	—
10 heavy machine gun kills in a row	25 heavy machine gun kills in a row	50 heavy machine gun kills in a row	—
Heavy Machine Gun Veteran: 500 reloads	—	—	—
Three units killed with single mortar strike	Four units killed with single mortar strike	Five units killed with single mortar strike	—
10 Allied Units healed in a mission	—	—	—

Appendices



SINGLE-PLAYER 4X4 MEDALS



First Medal	Second Medal	Third Medal
Three 4x4 kills in a row	Five 4x4 kills in a row	Ten 4x4 kills in a row
50th kill using 4x4	100th kill using 4x4	200th kill using 4x4
Long jump: 10 meters	Long jump: 25 meters	Long jump: 50 meters
4x4 Veteran: Drive 10km in 4x4s	—	—



SINGLE-PLAYER TANK MEDALS



First Medal	Second Medal	Third Medal
Three tank kills in a row	Four tank kills in a row	Five tank kills in a row
50th kill using tanks	100th kill using tanks	200th kill using tanks
No tanks lost in a mission	—	—
Tank Veteran: Drive 10km in tanks	—	—



SINGLE-PLAYER HELICOPTER MEDALS



First Medal	Second Medal	Third Medal
20 vehicles destroyed using helicopters	50 vehicles destroyed using helicopters	100 vehicles destroyed using helicopters
Two heli kills in a row	Four heli kills in a row	Six heli kills in a row
5th kill using rotor blades	10th kill using rotor blades	20th kill using rotor blades
Happy Landings: 10 successful landings	Happy Landings: 50 successful landings	Happy Landings: 100 successful landings
Low Flying: travel below 15m for 200 meters	—	—
Heli Veteran: Fly 10km in helis	—	—



SINGLE-PLAYER FIXED WEAPON MEDALS



First Medal	Second Medal	Third Medal
5 vehicles destroyed with Stinger Missile	10 vehicles destroyed with Stinger Missile	20 vehicles destroyed with Stinger Missile
Kill 10 enemies in a row with machine guns	Kill 15 enemies in a row with machine guns	Kill 25 enemies in a row with machine guns
Kill 50 enemies with machine guns	Kill 100 enemies with machine guns	Kill 200 enemies with machine guns
Kill 10 enemies in a row with grenade launchers	Kill 20 enemies in a row with grenade launchers	Kill 30 enemies in a row with grenade launchers
Kill 50 enemies with grenade launchers	Kill 100 enemies with grenade launchers	Kill 250 enemies with grenade launchers



SINGLE-PLAYER BOAT MEDALS



First Medal	Second Medal	Third Medal
2 boat kills in a row	3 boat kills in a row	4 boat kills in a row
50th kill using boat	100th kill using boat	200th kill using boat
Long Range Kill From Boat: 100 meters	Long Range Kill From Boat: 150 meters	Long Range Kill From Boat: 200 meters
Travel 100 meters in a single boat journey	Travel 300 meters in a single boat journey	Travel 500 meters in a single boat journey
Boat Veteran: Drive 10km in boats	—	—



SINGLE-PLAYER HOTSWAP MEDALS



First Medal	Second Medal	Third Medal
25th hotswap	50th hotswap	100th hotswap
Hotswap 1km	Hotswap 5km	Hotswap Veteran: 10km
Hotswap between five different unit types (no duplication)	—	—



SINGLE-PLAYER MISCELLANEOUS MEDALS



First Medal	Second Medal	Third Medal
Kill using every weapon	—	—
Road Kill: Destroy 25 troops/vehicles by ramming	Road Kill: Destroy 50 troops/vehicles by ramming	Road Kill: Destroy 100 troops/vehicles by ramming

MULTIPLAYER MEDALS

Medal	Name	Requirements
	Air Force Cross	Kill 10 enemies without dying using aerial weapons
	Air Force Cross, 1st Class	Kill 15 enemies without dying using aerial weapons
	Bronze Star	Kill 10 enemies without dying using land vehicles only
	Bronze Star, 1st Class	Kill 15 enemies without dying using land vehicle weapons
	Distinguished Service Cross	Kill 5 enemies without dying using kit weapons only
	Distinguished Service Cross, 1st Class	Kill 10 enemies without dying using kit weapons only
	Expert Demolition	Destroy 4 enemy vehicles with C4 without dying
	Expert Healer	Heal 4 friendly players without dying—a third of their health must be restored
	Expert Killing	Kill 4 enemies without dying using one clip in a assault rifle
	Expert Repair	Repair 5 friendly vehicles without dying—a third of their health must be restored
	Expert Shooting	Kill 4 enemies without dying using one clip in a sniper rifle
	Legion of Merit	Kill 15 enemies from a secondary position in a vehicle during one game round
	Legion of Merit, 1st Class	Kill 30 enemies from a secondary position in a vehicle during one game round
	Navy Cross	Kill 30 enemies without dying using kit weapons only
	Silver Star	Kill 20 enemies without dying using vehicle weapons

MULTIPLAYER RIBBONS

Ribbon	Requirements	Ribbon	Requirements
	Participate in 50 game sessions		Complete 20 major victories
	Participate in 250 game sessions		Complete 50 major victories
	Participate in 500 game sessions		Finish top player in 5 game rounds
	Complete five major victories		Finish top player in 20 game rounds